

BRIDGE

STEVEN B. AYRES

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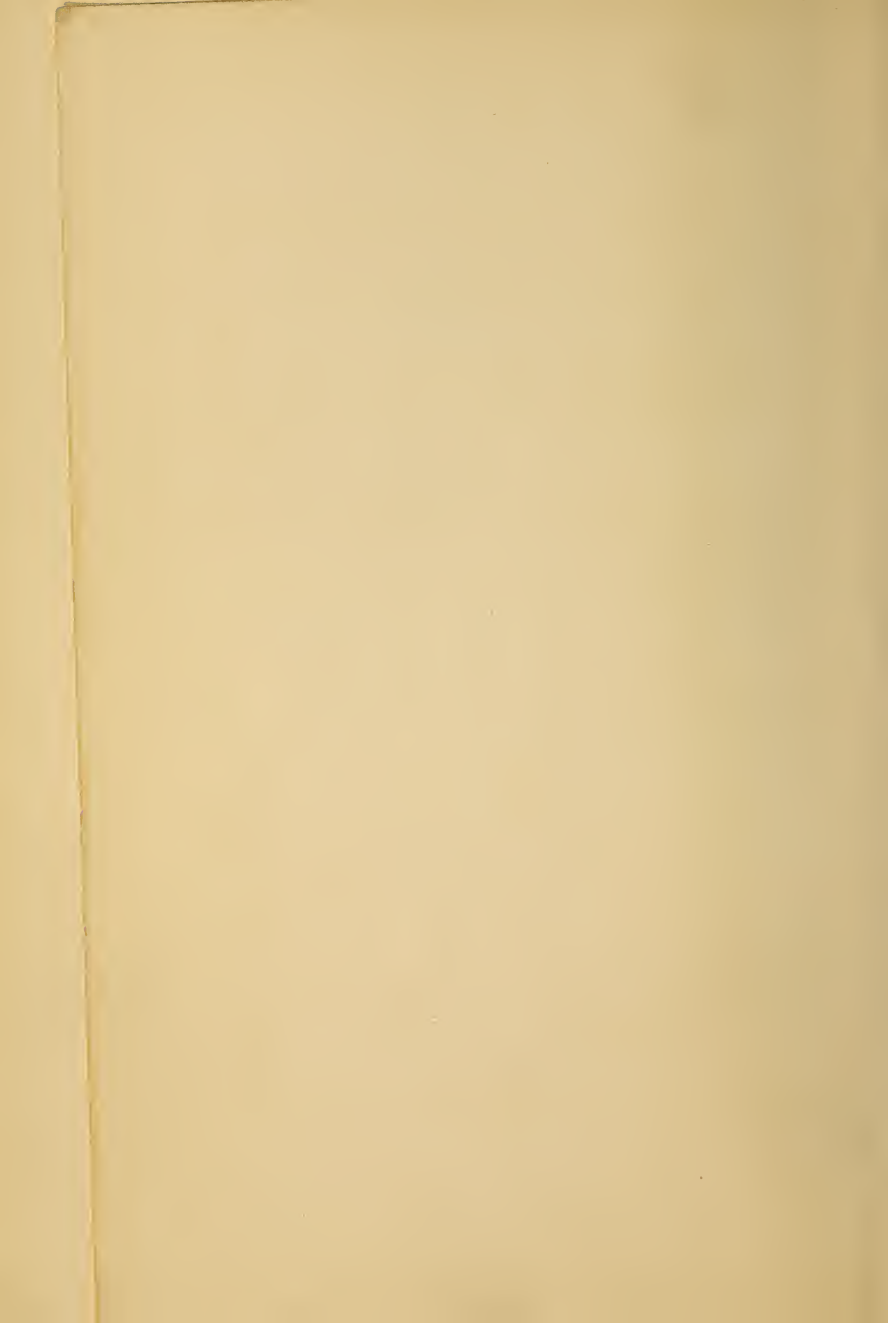
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The Dunwoodie Books of Games

BRIDGE

BY

STEVEN B. AYRES



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P R E F A C E

While this little volume contains a fairly comprehensive description of the forms of Bridge and the rules of the game corrected by the latest usage, it has not been designed as a book of instruction for beginners. Rather it is intended to elucidate the theory of play and to enforce certain doctrines and conventions which have proved their value.

BRIDGE

THE PRELIMINARIES

Bridge is played with a full pack of fifty-two cards, and by four persons, two as partners against the others. Ordinarily the four who play do so by mutual agreement, but in the clubs all present who wish to play, draw cards from a full pack, spread face down. Those drawing the four lowest cards compose the table. The ace is low in cutting. Partners are also selected by drawing, the two cutting the lowest cards playing against the other two. In case of a tie those tying draw again.

The one who cuts the lowest card has the first deal. After the pack has been shuffled by the adversary at his left, and then by the dealer if he desires, it is cut by the adversary at the right. The dealer then distributes the cards, one by one, beginning at his left, till all are dealt. No card must be faced, for if an honor is exposed a new deal is obligatory, and if any lower card is exposed the adversaries have the right to a new

deal, if they claim it. Such claim must be made before the hands are looked at. The dealer does not lose the deal.

The dealer now looks at his hand and decides which suit shall be trump, or if he has sufficient high cards, makes it "no trump." If for any reason he does not wish to make the trump, he passes the decision to his partner by saying: "I pass," or "I bridge," or "You make it, partner." The dealer's partner, whose hand is called the dummy, must then make the declaration. There must be no other conversation during the make.

THE COUNT

A game at bridge consists of thirty points made by tricks. As there are thirteen tricks in each hand, there must necessarily be at least one odd trick, over six. Each trick over six, counts for the partners who win it. Each trick has value in accordance with the trump made. If trumps are spades each trick counts 2; if clubs, 4; diamonds, 6; hearts, 8; no trump, 12.

DOUBLING

The trump being decided, the adversary at the left of the dealer leads. But first, he has a right to double the value of the tricks. If he deems

his hand sufficiently strong to win at least the one odd trick, he says: "I double." But if he does not wish to double, he asks his partner: "May I play?" To this the partner replies: "Yes," or "Please do;" or, if his cards are sufficiently strong, he says: "No, I double." If either of the adversaries thus doubles, the maker of the trump has the right to double again. If he does not wish to redouble, he says: "I'm satisfied." His partner now has a right to redouble, and he either does so, or says: "I'm satisfied." In other words, in case of a double the game does not proceed till each player has an opportunity to express himself. But each must speak in the proper order, and when the value of each trick is settled, the elder hand must make the opening lead. As soon as this lead is made the dealer's partner spreads the dummy hand face upward on the table. It is customary to assort the cards into suits and lay them down in alternating colors, with the trump suit at the dealer's left. After exposing the cards the dealer's partner has nothing further to do with the play of the hand, except that it is his duty to see that the dealer does not revoke from his own hand. If the dealer does not follow suit, dummy should ask: "Failing, partner?" or, "Having no——, partner?"

HONORS

There are five honors in each trump suit, the ace, king, queen, jack and ten. When no trump is made the aces count as honors. The honors count to the partners holding them, and their value is as follows:

When no trump is declared:

Three aces in one or both hands count 30

Four aces in both hands count 40

Four aces in one hand count 100

When trumps are declared:

When trumps are	♠	♣	♦	♥
Each trick above six counts	2	4	6	8
Three honors count	4	8	12	16
Four honors in two hands	8	16	24	32
Four honors in one hand	16	32	48	64
Four honors in one hand, fifth in partner's	18	36	54	72
Five honors in two hands	10	20	30	40
Five honors in one hand	20	40	60	80
Chicane (no trump in one hand)	4	8	12	16
Double chicane (no trumps in two hands).	8	16	24	32

And in either event:

Little Slam (taking 12 tricks) adds.. 20

Slam (taking 13 tricks) adds 40

Doubling does not affect the value of the honors.

THE RUBBER

The best of three games constitute the rubber. If partners win the first and second games, the third is not played. To the score of those who

win the rubber is added 100 points. The aggregate of the losing score is then deducted from the aggregate of the winning score, and the net result is the number of points won on the rubber. Each player wins or loses this number of points.

SCORING

The game is won with points made by tricks, but the honors are also counted. There are two methods of keeping score. The simplest and usual form is this:

A & B	Y & Z	
100		
30		
4	30	
30	24	
16	32	
<hr/>		
8	24	1st game
24		
<hr/>		
2	12	2d game
	18	
<hr/>		
48		3d game
262	140	
140		
122		

Another form much in use is this:

A & B		Y & Z	
Game	Honors	Game	Honors
8	16		
24	30	24	32
2	4	12	24
		18	30
48	30		
82	80	54	86
80		86	
100		140	
262			
140			
122			

The only advantage of this form is that it shows the honors held on each deal, which is advantageous if the score be questioned.

The most convenient method of keeping the score is to use pads ruled like the one opposite. It is customary after each rubber to cut anew for partners, or to pivot around one player, and on each sheet of this pad may be kept the score of three rubbers and the net points won or lost by each player.

SCORING

	+	-	+	-	+	-
A						
B						
Y						
Z						

A+B	Y+Z	A+Y	B+Z	A+Z	B+Y

THE PLAY

The first and a very important duty of the dealer is to make the trump or pass the decision to his partner. The great importance of a proper make has been too little insisted upon. The correct play of the cards has, of course, much influence upon the result; but, after all is said, mistakes in play will ordinarily make a difference of but one or two tricks in a hand. This is not at all true of the trump make. With an ordinary hand a wrong decision means that the game is saved or lost. The dealer must, therefore, have a keen appreciation of the value of the hand, and bear constantly in mind the purpose in view, the making thirty by tricks, or the making of enough to go game, whatever the score may be. One of the first details to be learned is that the state of the score must not be forgotten. If you forget the score and make the trump regardless of it you will not be popular with your partners.

Since a trick at no trump counts 12 and it takes but three odd tricks to make game even when nothing has been scored, the no trump make must always be first considered. It is my belief that no trump is not called as often as it should be. Whenever the hands of the dealer and

his partner contain a preponderance of the high cards no trump can usually be made with safety. And all good players will doubtless agree that the play of a no trump make is much more enjoyable than that of any other call. The opportunities are greater in almost every direction, especially in the use of the finesse, and to make a final three or a four good for a trick by clever play gives a much keener delight than does the slugging of your adversaries with aces and kings of trumps. But since the chances of loss are also proportionately greater in this call, you must be reasonably sure of the odd when first you decide on the make.

THE ORIGINAL NO TRUMP MAKE

Since the pack contains four aces, four kings, and four of each other rank, it is obvious that if the hands were equal in strength each would contain one ace, one king and so on. The hand of average value is therefore considered to possess five honors. If the dealer's hand has in it seven honors it is quite above the average, and especially so if two of the honors are aces. In a long suit no cards are to be despised, least of all an eight, or nine, or ten. With an established suit all such cards are sure tricks. But it is a safe generalization

that the strength of a hand in honor cards determines for or against the no trump make. The many treatises on bridge give various rules for determining the no trump make, but there is no other general rule safer than this:

If the hand has seven honors, of which two are aces, it is a no trump declaration.

It is readily conceivable that a hand like this might be arranged as follows:

♥ A K 10 3

♦ A 10 4 3 2

♣ 10 3

♠ 10 7

This would be perhaps the weakest combination of seven honors and would be a weak no trump make, two suits being almost entirely undefended; and yet in the great majority of cases it will be sure of the odd trick and might readily go game. Consider the law of averages. There are twenty honors in the four hands. If the dealer has seven, thirteen remain in the other three hands. Now the chance is that one-third of these, or a fraction more than four, are in partner's hand. Add to the hand given above any four average honors and the odd trick will be won. Of course there will be times when partner will not hold the four honors, and then the

odd and possibly more, will be lost; but there will be just as many times when partner will hold five or six or more, and then the dealer is sure of game and possibly little slam.

It is not to be understood that in all hands with seven honors the no trump make is best. When there is a great preponderance of one of the red suits, that suit might be indicated. Take the following hand:

♥ A K 10 5
♦ A K J 10
♣ 9 6 2
♠ 8 7

If the dealer here declare no trump he will probably secure the odd trick. But if he declare diamonds he gains 48 for the honor score, and is almost certain of two or three odd tricks. The diamond declaration is therefore preferable.

There are also many hands without seven honors in which the no trump declaration is advisable. Four aces, without other honors, should of course be thus declared, because even if the adversaries obtain one or two odd tricks the honor score alone would make the declaration obligatory. Many players also declare no trump with three aces, even with no other honors. Their reason is this, that of the seventeen honors

in the other hands partner will hold six, and it is contended that nine honors including three aces, ordinarily constitute a more powerful combination than eleven honors with only one or no ace.

Many players also declare no trump when holding four kings and two other honors, all the suits being properly guarded. Whether such a declaration will win the odd trick is, I believe, in grave doubt, but such hands afford interesting play, and the ensuing fight for the odd trick is enjoyable.

The theory upon which the no trump call is based is that the two hands containing eleven or more honors of average value ought to win the odd trick or more. In the long run this will surely happen. But in special instances the rule is modified by the value of the honors held, and also by the length of any established suit. As an example take the following hand:

♥ A
 ♦ A
 ♣ A K Q 9 8 7 5 4 3 2
 ♠ A

Here we have but six honors. Yet it is immaterial whether the partner assist with an honor or what the adversaries lead,—the hand will surely take all the tricks and make a big slam. Of

course a hand like this, or one approaching it in strength, is unusual. But a study of it only enforces this question, which the dealer must always ask himself before calling no trump:

Have I a long suit established or which can be established?

If the dealer has such a suit and sufficient guarded honors in the other suits so that he can prevent the adversaries from establishing a long suit against him, then the no trump call is usually proper.

Writers upon Bridge give the following hands as those from which, as a general thing, the dealer should declare no trump:

1—Four aces.

2—Three aces.

3—Two aces and a guarded suit of a king, queen with three, or king, jack, ten, with two.

4—One ace, with guarded kings in the other three suits or with exceptionally strong cards in each of the other suits.

SUIT DECLARATIONS

When the dealer feels he cannot safely declare no trump he is forced to consider the plain suits. Of these, other things being equal, he will of course prefer hearts, because each odd trick counts eight, and next in order, diamonds, when

each odd trick is six. But to safely make a trump in suit it is requisite that the hand contain a large proportion of the trumps, or at least more than the average strength in trumps, and some tricks in other suits.

The dealer cannot expect as much help from dummy in a plain suit as in no trump, and it consequently follows that while it usually is safe to declare no trump with four sure tricks in the hand, the dealer should have five tricks in order to declare hearts or diamonds. And of these five tricks, four ought to be in trumps. For example, if the dealer holds in the trump suit the ace, king, 10, 5, 3, he can consider that he has the four tricks, because if he lead his ace and then the king he will have exhausted all the trumps outside of his hand, save two, and a lead of the 3 should bring out those. His remaining trumps are then good for tricks. If, instead of holding the ace, king and three small, he holds the king, queen and three small, it is readily seen that the hand is a trick short, and it would then require that there be two tricks in it in the plain suits in order to make good the deficiency. If the dealer hold king, queen, jack and two small, he may safely consider that he has the four tricks.

All calculations have to be based on the ordinary run of cards, and once in a while the

dealer may hold the requisite trumps and what seem to be sure tricks in a plain suit, only to find, in the play, that one of the opponents has an equally long suit of trumps and is able to ruff his plain suit. If this happen the dealer must get along as best he can. Even in such circumstances he has as good a chance as his opponent.

Holding six of a red suit it is usually right to declare trumps, although even with six it depends somewhat on the score. If your score is 20 or above you should not hesitate to make the trump, even if the six are all small, without an honor, because you will probably win the one or two odd tricks you need to make game. But with the score love all, to make on six small, without an honor, is not always wise, since more may be lost by honors than is gained by tricks.

THE HEART DECLARATION

All that has been said above applies to the heart declaration especially, but there are some hands with only four trumps that are heart makes. With four honors in his hand the dealer should declare hearts, even with very little support in any other suit. This because he is likely to get support enough from dummy to win the odd, and because the four honors are worth 64 on

the honor score. The only exceptions to this rule are when:

1—The hand also contains four aces.

2—The score is 24 all or 26 all and there is a sure odd trick if diamonds or clubs be declared.

As an example take the following hand:

♥	A K J 10
♦	6 2
♣	Q J 10 9 7 6 4
♠	10

With the score 26 all in the rubber game clubs is the proper declaration. It is essential to make the odd trick, and while the heart declaration might win the odd, the club declaration is almost absolutely sure to do so.

In general the dealer should declare hearts when holding:

1—Four or five honors in hearts.

2—Six hearts with one honor.

3—Six small hearts with some support in other suits.

4—Five hearts, including ace and king.

5—Five hearts, including three honors.

6—Five hearts, including two honors, with good support in other suits.

Many good players also declare hearts when holding four, including three honors, with very

strong protection in the other suits. But such a declaration is very doubtful, and only to be resorted to in exceptional conditions. When the hand is strong enough in other suits to warrant a heart declaration from four, including three honors, the hand ought to be a no trumper.

THE DIAMOND DECLARATION

One of the commonest remarks made by the ordinary or garden variety of bridge players is this: "Oh, I do so hate to make it diamonds. Whenever diamonds are trumps I have such hard luck." It is not to be denied that there is a popular prejudice against the diamond make. This unquestionably arises from two causes. It is difficult to make thirty by tricks with diamonds. It takes five odd. And it is disappointing to the average player to start out with eight or ten trumps in both hands, together with fair support in other suits, and to finish with only two or three odd tricks to his credit, counting 12 or 18. And the second reason is that many players are not careful to have sufficiently good cards when calling diamonds. They seem to regard the diamond call as of minor importance, and so "take a chance" they would not risk in hearts. The result of such a make is quite likely to be disastrous.

As a matter of fact the diamond make is one to be carefully considered. When a no trump or heart call is not possible, instead of calling spades, taking two points and passing the deal, the diamond make should be carefully regarded. Six points, or twelve or eighteen, make a good start in the game. With but six points to one's credit, on the next deal it takes one fewer tricks in either hearts or no trumps to go game. Every player must have noticed the large number of games when the score stands 24 all, or when six points are needed to go game on one side or the other. It is in such a condition that there is a deep and earnest desire on the dealer's part for about six or seven of the erstwhile despised diamonds. It is certainly the part of wisdom to take these six points right at the beginning of the game, if you have the chance, and can get no more. The dealer should therefore declare diamonds holding:

- 1—Six diamonds with two honors.
- 2—Six small diamonds with fair protection in the other suits.
- 3—Five diamonds, including ace, king or king, queen, jack, with good protection in the other suits, especially when holding two honors in hearts.
- 4—Four honors in diamonds, with or without good cards in the other suits.

THE CLUB MAKE

All the writers on Bridge are unanimous in saying that a club make on the part of a dealer is not permissible. They say, and certainly the argument sounds good, that the dummy has a chance at three better declarations and there is only one worse, so the make should be left to dummy. This is all very well. But if anyone will watch four bridge enthusiasts through an evening's play, he need not be surprised to hear an occasional club call by the dealer. Almost all of these original declarations are when the dealer is making to the score. And certainly such makes are wise. If your score is 22 or 24 and your hand indicates two certain odd tricks in clubs, then that is the right declaration. Because the purpose of the make is to win the game.

But in addition to these declarations to score conditions do arise—not often, but once in a while—when clubs should be declared. All old players are convinced, because experience proves it, that there is such a thing as luck at cards. Suppose now that your partner has been having a run of bad luck, so that he is compelled to call spades on nearly every hand you pass to him, and

the following or some similar hand comes to you:

♥ 9 4
 ♦ J 8
 ♣ 10 8 7 6 4 3 2
 ♠ 7 5

If you pass to dummy and he makes it a red suit he must have seven sure tricks in his hand or you lose the odd. If he declares no trump your hand is of no possible help. If his hand is weak and he declares spades, then the opponents double and make from three to five odd tricks. In either event they have a fine start on the game and the next deal.

In such circumstances the proper declaration is clubs. If dummy's hand is strong you win 12 or 16 points with which to begin the game. If his hand is weak there will be an interesting struggle for the odd trick, with the chance in your favor.

THE SPADE DECLARATION

The custom on the part of the dealer of making the trump spades when his hand is entirely useless has now become well settled. A few old timers still hold out against what they term "the pernicious innovation." They say: This commercializes the game. It lessens the legitimate

chance for gain or loss in the play of the cards, which is and ought to be the chief charm of Bridge. The answer to this is: So does each convention played. That is the effect of an agreed on system of discarding. The object of the dealer is to win the game himself or to keep the opponent from winning it. It is just as legitimate to make the trump spades for this purpose as to make it spades to the score when the dealer needs two sure points for the game.

But, whatever the argument, it has now become the custom among careful players to make the trump spades when the hand has not a trick in it, and especially if the dealer is having a run of bad luck. This does not happen often. In an evening's play there should not be many such makes. But there ought to be some. Yet the chief advantage in the custom is the confidence in his partner it gives to dummy. If the dealer believes in the original spade make, then dummy knows that the dealer will not pass a worthless hand to him. If the trump comes to him to make he knows his partner has some tricks in the hand and governs himself accordingly.

Of course when one hand is entirely worthless this means that all the high cards are in the other three hands. Dummy should have, in these circumstances, a better hand than the average, and

the immediate result of such a make is to hear dummy express some dissatisfaction and to show a hand with five or six fairly sure tricks. But when he reflects that in his own hand he should have at least seven sure tricks to win the odd he usually agrees that the declaration is wise.

PASSING THE MAKE

When the dealer finds that he cannot make a satisfactory declaration from his hand he must pass the make to dummy. This should ordinarily be done, unless the dealer can call no trump or a red suit, as has been previously remarked. There is also one consideration the dealer should not overlook, and this is, that dummy is just as likely to have strong cards in his hand as is the dealer himself. Dummy has the same interest in the game as the dealer, should know the score as accurately, and, on the whole, is likelier to make a safe declaration.

As a general proposition, therefore, the wise dealer is conservative in his declaration. While he will not pass when he can make a safe call he will not force a weak hand and take chances which may result in disaster. When the dealer holds a hand containing good supporting cards, especially when these are divided among the four suits, it is often wise to give dummy a

chance. For example, if the dealer has cards something like this:

♥ A 8 7
♦ K Q 5
♣ Q 9 6 4
♠ J 10 7

This is a hand somewhat above the average. It has six honors and might be classed as a speculative no trumper, because in ordinary play it would have all the suits stopped. But if dummy is a safe player it would be wise to pass the make. The hand will furnish support for any declaration that dummy may make. If dummy is strong enough to declare a red suit, even if he lack the conventional strength desired, the combined strength may give the dealer tricks enough for game. And if dummy is so weak that he must call spades, the adversaries will not go far if they double.

In other words, if the dealer has a good defensive hand, and the score does not force a declaration, he should pass the make to dummy.

DUMMY'S DECLARATIONS

When the dealer passes the make it is dummy's duty to declare the trump. Unless dummy knows his partner's style of play this duty is somewhat puzzling. Of course the mere fact that the dealer passes is a declaration that his hand is not a strong one and, therefore, dummy should act conservatively. But if the dealer is accustomed to make it spades originally when his cards indicate that declaration, dummy may safely assume that the dealer's hand has fair strength, perhaps below the average, but yet capable of giving assistance in the battle to follow. It is certainly unfair to dummy for the dealer to pass the make when holding cards that are useless or nearly so.

Having confidence then that his partner has not "thrown him down," dummy should proceed to declare trumps by the same rules that have been set forth above for the guidance of the dealer, taking care to see that his cards are quite up to the required value and avoiding speculative makes.

One consideration must appeal to dummy. He will reflect that any very strong suit in the dealer's hand must necessarily be black. If it were red the dealer would have declared it. If tempted then to declare no trump, he must see

to it that his strong suits are red, or at least he must have the red suits thoroughly stopped. The first lead, when the make is a passed no trumper, is pretty likely to be hearts. It is quite true that he may find the dealer with the ace, king or two honors in hearts, and with a stopper in diamonds, but it is not safe to depend upon this. It is, on the other hand, reasonable to assume that the dealer has some strength in black suits. Therefore, with control of both red suits, it is ordinarily safe for dummy to call no trumps, even without any stoppers in black. This is not a make to be commended when the score is something like 20 to 20 in the rubber game, and when conservative play is desired, but it is a good speculative make at the beginning of a game.

If dummy has one long suit in black, either clubs or spades, say ace, king, queen with three more, and the ace of hearts, with a stopper in diamonds, it is ordinarily a safer no trump call for him than for the dealer, because the elder hand will probably lead a red card to a passed no trump make. The dealer will accordingly get in with the ace of hearts and make six more tricks with his long suit before the adversaries can take advantage of the weakness shown in dummy's exposed hand. This fact, that his hand must be laid down, should restrain dummy from specula-

tive makes. The dealer may originally try many speculations that would be unsafe for dummy.

It very frequently becomes dummy's duty to declare a black suit for safety. If the dealer has passed the make, showing a weak hand, and dummy has himself a weak hand, there is nothing left for him to do but to get out of the trouble as cheaply as possible. To do this he must declare the suit in which he thinks the adversaries can make the fewest points. Accordingly his first choice, other things being equal, will be spades, next clubs, then diamonds. The occasions for using diamonds as defensive are not common, but with such a hand as this:

♥ J 4 2
 ♦ 10 8 6 5 4 2
 ♣ K 3
 ♠ Q 5

diamonds is surely the make.

Clubs should be used defensively more often than is common. In this hand:

♥ 10 8 5
 ♦ Q 7 6
 ♣ J 8 6 4 2
 ♠ K 9

or this:

♥ J 7 4
 ♦ 9 3 2
 ♣ 10 8 4 3
 ♠ A K 6

clubs is unquestionably the correct declaration. With the former hand spades would be almost surely doubled and the value of each odd trick would be the same as if clubs were made, while the hand has much more defensive strength in clubs. In the latter hand the spades should take two tricks anyway, and the clubs have their value as trumps. If spades was declared from such a hand the clubs would be useless.

But all such hands are exceptional, and the customary defensive make is spades.

It is frequently dummy's duty to decide upon the trump when but one trick is needed to win. When the dealer's score is 24 or 26 and it is very essential to make four or six points, dealer will frequently pass the make if he has a mediocre hand, with some strength in each suit, but not enough preponderance in any to warrant a confident declaration. His purpose in this case is to have dummy call his strongest suit, and this should be done. For example, if dummy has four medium hearts and three medium cards in each

of the other suits, he should declare hearts, even if both scores stand alike at 26 or 28. In this case the odd trick is what is needed. If it cannot be had the game is lost. The points that may be lost are not so important as that every effort should be made to win the odd. Of course this general statement is to be modified in special cases. If the dealer needs four points to win and the opponents need six, and if dummy has practically the same strength in clubs and diamonds, the correct call is clubs, because the odd trick will win for the dealer and will not win for the opponents. This exemplifies one of the most important maxims applicable to Bridge:

The state of the score must be thoroughly considered before each declaration.

DOUBLING

When the trump declaration has finally been made the adversaries may, if they wish, double the value of the trick. The method of doubling has already been shown, but it may not be amiss to go over the subject once more and emphasize the rule that the proper order of speaking should be observed. The elder hand speaks first. He either doubles or asks his partner, third hand, if he may lead. This is to give third hand a chance to double or decline. If either of the opponents double, the maker of the trump has the first right to redouble, and if he declines, then his partner may double. And so, if the dummy redouble, the original doubler has the first right to go back again. The limit of doubling is when the value of the trick passes 100. Therefore, the practical limit of value of spades, clubs and hearts is 64 each trick, and of diamonds and no trump 96.

If anyone speaks out of his turn in doubling the opponents have the option of accepting or rejecting the double. A case like the following may arise: After the trump is made the elder hand (the original leader), not wishing to double and forgetting to ask his partner, draws a card to lead. Before it is exposed the third hand might say: "Wait, *I* double." But this double may be accepted or rejected at the option of the orig-

inal maker. This rule may seem unfair to the third hand, but it is based on the principle that a player must suffer from the mistakes of his partner. When one seats himself at a bridge table he takes his partner for better or worse. This principle must be accepted as governing all the moot points of the game. Some people are absent-minded. If the dealer, having fully decided, let us say, to make it hearts, should mis-speak and say spades or clubs, and before he corrected his mistake the elder hand should double or ask to lead, then the mistake must stand. He could, of course, correct his error before anyone else had spoken, but after another player has taken action consequent upon the mistake, it cannot be changed.

Usually, when a player feels like doubling, it is better not to do it. To win the odd trick against the usual no trump or red suit declaration the hand must be exceedingly strong, at least two tricks stronger than the requirement for an original make. This is because the doubler can expect little or no help from his partner.

These considerations do not apply to the doubling of a spade declaration, because that is often the result of weak hands. It is considered safe to double spades with four or five reasonably sure tricks in your hand. But, even so, it isn't wise to double spades unless there is something to

be gained by it. The condition of the score should govern the spade double. For instance, if the score stands 12 to 0 in your favor you should double spades, even if you can only make one odd trick, because the one trick would make your score 16. Two heart tricks on your next deal will then win game, where it would have required three without the spade. On the other hand, if it is a new game, with nothing scored, it does not pay to double spades unless you are pretty sure of making at least two odd tricks. In his interesting bridge treatise, Mr. Fisher Ames gives the following table, showing how many tricks are required in each suit to go game at any state of the score:

Score	No Trump	Hearts	Diamonds	Clubs	Spades
0	3	4	5		
2	3	4	5	7	
4	3	4	5	7	
6	2	3	4	6	
8	2	3	4	6	
10	2	3	4	5	
12	2	3	3	5	
14	2	2	3	4	
16	2	2	3	4	7
18	1	2	2	3	6
20	1	2	2	3	5
22	1	1	2	2	4
24	1	1	1	2	3
26	1	1	1	1	2
28	1	1	1	1	1

It is easy to see that at the beginning of a game unless you make two odd on a doubled spade you are really no better off than before. At the score of four it takes just as many tricks to go game as if you have none at all. That is, barring a big slam in clubs.

It is nevertheless true that occasions arise when doubling is almost obligatory. When the dealer declares no trump and you are at his left, holding a long suit of six or seven headed by ace, king, queen, and also another ace or guarded king, then if you double your partner should have no cause to complain. If dealer declares hearts and you have five with three honors, together with an ace, king suit and another ace or guarded king, it should be safe to double. But even with such a hand you might not win the odd if the maker were at your left. Your hand might be led through and some of the honors killed. This is important to remember, that a strong hand at your left is not to be trifled with.

One consideration do not forget. When the trump has been made red it means that the maker has five or more. With five or more trumps he probably has a short suit. The chance is all in favor of that short suit being the same as your strong suit. Therefore you cannot be at all sure of making more than one trick on your ace, king,

queen suit before the dealer ruffs it. It is quite necessary that you have trumps enough to clear up your adversaries' trumps and establish your suit. In other words, never double a red make unless you are exceedingly strong in trumps. Great strength in the other suits is not alone sufficient.

Some old players use these three rules, the value of which long experience has proved:

Never double a red suit make with less than six sure tricks.

Double the make of the adversary at your left with great caution.

Never double a no trump call without a long established suit.

What is called the "heart convention" is now almost universally played. It is this: If pone (third player) doubles a no trump or heart declaration the elder hand shall begin the play by leading his highest heart. The advantage of this custom against a no trump declaration is that if pone holds a long established suit and the ace of hearts he can safely double, because with hearts led he will at once get in. The disadvantage is that even if pone holds a doubling hand without control of hearts he cannot safely double.

There are some positions of the score when to double is justifiable, even if you only have a fair

chance for the odd trick. If your opponents are 24 and you are 18 or 20 and diamonds is called, it is wise to double if you have a fair chance of obtaining the odd trick with a little assistance from partner, because the odd trick will give you game. If the opponents win the odd they go game, either way, and you only lose six or twelve extra points. But if you win the odd you go game with the double, while you would not without it. There are other positions of the score which should modify your actions, and these will occur to you if you keep careful watch of the score. Suppose your opponents are 26 and the dealer makes it spades. Whatever the state of your own score and even if you have a hand on which you would ordinarily double, it is wise to avoid it.

Observation will prove that the safe, conservative player does not do much doubling.

LEADING

The declaration thus made, the doubling settled, play begins. Since the dealer plays both his own and dummy's exposed hand, he knows precisely what cards he has and plans his play to suit himself, subject to no conventions. None of the rules for leading printed in the books are for the dealer—they are all for the elder hand and

his partner, who must get along as best they can, acquiring knowledge of each other's hands from the leads and discards.

It may be premised that the declaration influences the lead materially. When no trump is declared experience has proved that long suit play is best, while against a plain suit declaration an entirely different style must generally be adopted. To generalize, it may be said that the leader has two questions to decide. They are:

What suit shall be opened?

What card shall be led from that suit?

The first of these questions the leader must decide for himself. It is a matter of judgment. A proper decision will prove that the player has good bridge material in him. The second question has for the most part been already settled by experience, and the lead of the correct card is thus a mere question of memory, or, in an old player, a matter of habit. This distinction explains why we see some old players, fond of the game, whose memory is excellent, and who thus invariably lead the proper card, yet who lack the inspiration necessary to properly decide the individual questions that arise, such as the proper declaration and the best suit to open.

LEADING WHEN TRUMP IS DECLARED

Against a trump declaration the correct play on the part of the elder hand and pone is unquestionably to make what tricks they can with their high cards before the dealer gets in, when he will try to exhaust trumps and bring in his long suit. After they have harvested what is plainly in sight, then it will be time to try to force the dealer or capture a trick or two in trumps.

When a trump suit has been declared by dealer it is reasonable to suppose that his hand is long in trumps and necessarily short somewhere else. The suit the leader is long in some one else must lack, probably the dealer. Unless the leader can win the first trick in the long suit or clear the suit so that he is sure of the second, it is usually better to start with something else. No matter what the trump, it is wise for the elder hand to take the first trick, if he can do so without spoiling his hand, in order to see what dummy puts down. If he has a suit headed with ace, king, let him lead the king. When he sees dummy's cards he can tell whether to continue it. The choice of the suit depends very much upon the trump strength in the hand. If the leader have four or five trumps it would be

entirely safe to lead a singleton, in order that he might have the opportunity of trumping the second round, or of discarding if the suit proved to be one over which pone had control. Even if he have but one or two trumps the leader sometimes gains by leading a singleton. But many times a lead of this kind is dangerous, because the chances are, of course, that the dealer and dummy will have control of any suit in which the leader is so weak; and if this is so the leader merely hastens what he ought to avoid, the exhausting of trumps by dealer and the bringing in of dealer's long suit. Usually it is not wise to begin with a singleton when the leader is very weak in trumps and has any other good suit.

Ordinarily a good suit to lead from is an ace, king, or ace and one small. Lead the ace and take a look at dummy's hand, then follow with the other card unless something dummy has causes a change of plan. One or two tricks will thus have been won and the chance to trump be gained.

It is bad play to open a suit in which there are two honors not in sequence, or one honor and two or three small, unless the honor is an ace. The result of such an opening is customarily disastrous. It is bad play to open with a small card when holding the ace.

The best openings are from suits headed by ace, king or ace, king and queen. If there be no such suit then lead from a suit in which there are two or three honors in sequence, such as king, queen, jack or king, queen or queen, jack, ten. If there be no such suit the alternative is to try the short suit and trust to chance. Here are four hands, taken at random, diamonds being the declared trump in each case:

1	2
 K Q 7 6 4  K 9 5  J 7 3  6 4	 5 3  Q 8 7  Q 10 9 8 4  Q 10 5
3	4
 J 10 8  A 4 2  A 5 2  A K 8 7	 A 9 2  J 10 6 3  K 6  J 9 3 2

Following the suggestions made it is easy to see that from hand 1 the initial lead should be the king of hearts, from hand 2 the five of hearts, from hand 3 the king of spades, and from hand 4 the jack of clubs. If hand 4 had two more small hearts and one fewer each of clubs and spades, then it would be wiser to lead the ace of hearts. Play any two of these hands against the other two and the wisdom of these leads will be apparent.

THE CARD TO LEAD

When the suit to open has been decided upon it is of course quite necessary that the proper card be lead. What is the proper card from any given combination has been well settled by experience. It has been found that certain leads will, in the long run, produce the best results, and these leads have thus become conventional and now have a supplemental value, in that they give the partner information as to the remaining cards in the hand. Many good players believe that this information giving power does more harm than good, because the dealer can gain more advantage from it than can the partner. But aside from the lead of the fourth best, and as to the advisability of this convention there is endless discussion, the principal advantage gained by following these settled leads is to the leader's hand, the informative qualities being a sort of side product. These conventional leads are well set forth in Mr. Foster's "Complete Bridge," and his arrangement is here in the main followed.

KING should be led from all combinations when the hand also contains the ace or queen and others. For example:

Ace, king, queen, jack, with or without others.

Ace, king, queen, with or without others.
 Ace, king, jack, with or without others.
 Ace, king and others.
 King, queen, jack, with or without others.
 And also king, queen, with or without others.

ACE should be led from all suits which do not also contain the king, and ace should be led from ace and king alone. For example:

Ace, queen, jack, ten, etc.
 Ace, queen and others.
 Ace, jack and others.
 Ace and small.
 Ace, king.

It must be said that many of these suits are exceedingly undesirable to open, especially against a trump declaration, but when forced to open a suit headed by the ace, without the king, always lead the ace. In other words, never lead away from the ace.

QUEEN should be led when accompanied by the jack and others, or jack and ten, with or without others. For example:

Queen, jack, nine, seven, etc.
 Queen, jack, ten, nine, etc.
 Queen, jack, ten.
 Queen should never be led when there is a

higher card of the suit in the hand. Queen is also sometimes lead from queen and one small when beginning with a short suit.

JACK should be led only when it is with the ten and two or more others, or is the top of a sequence of three or four. For example:

Jack, ten, nine, eight.

Jack, ten, six, four.

The jack lead is a very unsatisfactory one and should only be resorted to when nothing better can be done. Jack is led from jack and one other when opening from a short suit.

TEN is led from king, jack, ten, with or without others, and it is also led when it is the "top of nothing."

The first lead of ten is purely conventional, but it is a well settled convention and should be followed. When a ten is led partner is entirely justified in expecting to find the king and jack in the leader's hand. The other lead of the ten is unusual, because a hand in which the ten and two or three small is the best suit is in itself unusual. Yet such hands do occur. When partner finds, upon returning your lead of the ten, that you have not the king, he concludes that your hand is of small value.

SMALL CARD LEADS

If there is no suit that can be opened with a high card it will frequently happen that the leader is compelled to begin with a suit which has king or queen and two or more others. This is not a desirable suit to open from, but often it is the best that offers. In this case either the fourth best or the smallest card should be led.* If you have considered the subject thoroughly and have decided that the fourth best theory of play is advisable, then stick to it. In either event, since so many players believe in the fourth best lead, partner should be told whether you do or do not

* THE FOURTH BEST THEORY

The play of the fourth best, counting from the highest card, was invented to give the partner some idea of how the unplayed cards are placed in any suit led. Counting the jack as 11, the queen as 12, the king as 13 and the ace as 14, it is apparent by simple subtraction, that if the leader begins his suit with an eight, there are unplayed six cards of greater value. Now if the eight is his fourth best the leader himself has three better cards left. Eliminating the leader's three we have what is called the Eleven Rule. Take the value of the card led from eleven and you have the number of unplayed cards better than the card led out against the leader. If the eight be led and dummy shows a ten and pone has the queen, for example, he knows that the dealer also has one card better than an eight. If pone stops to analyze a bit farther he can draw a number of inferences. First, assuming that the elder hand doesn't have the bad habit of leading away from an ace, he knows that the card the dealer holds must be the ace. It cannot be the nine or jack, because that would leave the leader with ace and king, and in that event he would have led the king. It cannot be the king, because in that event the leader must have had ace, jack, nine, and from that combination he would have led the ace. So the dealer must have the ace, and the leader must have led from king, jack, nine.

And the second inference the pone may draw is that the leader cannot have a strong hand or he would never have opened so unpropitious a suit as one headed by king, jack and nine.

When the fourth best card, led by dealer, is smaller than an eight, pone is usually unable to form any definite conclusions about the placing of the remaining cards.

follow that convention, so that he may know what to expect. My own conclusion, after trying to study the theory with unbiased mind, is that against a trump declaration the lead has no advantage whatever over that of the smallest card. That, on the contrary, it clutters up the game with a useless formality and strains the memory to retain facts which, when remembered, are of little or no value. But I am also convinced that against a no trump declaration the play has occasional value. A few times during an evening's play the information conveyed to partner is valuable and gains tricks. It will also, but rarely, be the means of losing a trick.

LEADING WHEN THERE IS NO TRUMP

The best results against a no trump make are generally attained by leading from the long suit. Each card of an established suit is good for a trick, provided the holder has the lead. It should be the aim, then, of the leader and his partner, to establish a suit in order to make all the cards good. Such a suit as king, queen, jack and two or three others can generally be established in one lead, although if the dealer holds the ace against it he may finesse for one or two leads, in order to destroy the ability of the leader's partner to give back the suit should he get in.

In general the play against a no trump make is exactly the contrary of the play against a trump make. Till the long suit is established, assuming that there is a long suit, the high cards that are good for tricks in other suits should be preserved, in order to serve as cards of re-entry and that they may be used to prevent the establishing of the dealer's long suits.

The lead is a great advantage and it should not readily be abandoned; so if the leader has in his hand a suit headed by ace and king, and also a long suit which is not established, it is often

wise to open with the king, in order to take a look at dummy's cards. Then, if there is nothing in the hand which causes a change of plan, open the long suit. This also shows partner the leader's card of re-entry, and he knows he can always put him in by leading the first suit opened.

It will not often happen, however, that the leader is so fortunate as to have two such suits, and usually he must content himself with opening from a suit of five, headed with perhaps two honors, preserving any spare aces or guarded kings he may have, in order to get the lead later, if it should be lost in clearing the long suit.

Often the dealer makes no trump when he has strong cards in three suits, depending on dummy for protection in the fourth. If dummy does not have this suit stopped, and the chance is rather against it, the leader and his partner may get in four or five tricks before the dealer is able to take one. This chance is one of the reasons why it is wise to open from the long suit.

Since the long suit play is so effective at no trump, many occasions arise when the proper lead from any given combination is different from that set down under the leads against trump makes. When the suit opened is not already established, it is the purpose of the leader to induce the opponents, and also his partner, to play those high

cards which obstruct his own complete control. To attain this purpose the card led will somewhat depend upon the strength of his own hand in other suits. From the following hand,

♥ J 9 3
 ♣ Q 2
 ♦ A Q J 7 5 4
 ♠ 7 4

if the leader opened the diamonds against a plain suit declaration he would lead the ace. But if it were no trump he would begin with the jack. The reason is very plain. He must force out the king to establish the suit. If partner hold the king and only one more he should put on the king and return the small card, while if he hold king and two small he would put king on the second round and then return the small. If either of the opponents hold king and one small he must take the first trick to save his king. In this case when the leader's partner gets in he can probably return a diamond. If the hand above had a card of re-entry, such as another ace, the better way to begin would be with the ace, following with the queen.

The same reason obtains in leading from a sequence against a no trump make. Take long suits like these:

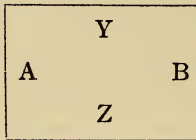
♥ K Q J 8 6 4
 ♣ Q J 10 9 7 2

I believe that the best results are attained by leading from the lowest card of the sequence. If the elder hand lead the king from a heart sequence like the one above, if his partner hold the ace and two small, he is often in a quandary as to what is wise to do. Partner cannot tell whether the lead is from king, queen or king, queen and jack. If the jack be lead originally partner will certainly put on the ace and return the suit, while the lead is just as effective if the ace is in the hand of the maker or dummy.

The two hands must of course be played as one, so far as is possible, and if there is any suit in which the leader and his partner have nine or ten cards between them, that is certainly the suit to begin with. In leading the problem is, of course, to find this suit. There are certain hands with which the leader can generally afford to experiment a bit, with a view of finding partner's suit. One kind is that in which the leader has a re-entry in two or three suits, and in the other has three or four cards which might be useful for support if partner is strong in it, and which would stop the control in case he is not. Let us watch the play of the following hands: Z deals and makes it no trump. A leads from such a suit.

♥ 10 5 2
 ♣ J 5 2
 ♦ J 9 8 6 2
 ♠ Q 7

♥ A 8 6 4 3
 ♣ A K 7
 ♦ K
 ♠ J 9 3 2



♥ J 7
 ♣ 9 8
 ♦ 10 7 5 4
 ♠ K 8 6 5 4

♥ K Q 9
 ♣ Q 10 6 4 3
 ♦ A Q 3
 ♠ A 10

Trick	A	Y	B	Z
1	9 ♠	7 ♠	K ♠	A ♠
2	K ♣	2 ♣	8 ♣	Q ♣
3	2 ♠	Q ♠	4 ♠	10 ♠
4	A ♣	J ♣	9 ♣	3 ♣
5	J ♠	2 ♥	5 ♠	9 ♥
6	3 ♠	5 ♥	8 ♠	3 ♦
7	4 ♥	10 ♥	6 ♠	Q ♦
8	A ♥	2 ♦	J ♥	Q ♥
9	3 ♥	6 ♦	7 ♥	K ♥
10	7 ♣	2 ♣	4 ♦	10 ♣
11	6 ♥	8 ♦	5 ♦	6 ♣
12	8 ♥	9 ♦	7 ♦	4 ♣
13	K ♦	J ♦	10 ♦	A ♦

The dealer wins the odd. If upon the first lead of the spade nine the dealer should put the queen from the second hand, and it would be a tempting thing to do, A B win the odd.

In general it may be said that leading against a no trump make is experimental. The object to be gained is to obtain command of some suit and be able to lead it. It is, accordingly, wise to lead from your own long suit. If you have good cards, but no long suit, then go a fishing to find your partner's long suit.

Some players believe in always leading a red suit, preferably hearts, against a no trump make by dummy. They argue that the dealer cannot be strong in hearts or he would have declared that suit. And upon the same theory such players prefer not to lead a black suit, especially spades, against a passed no trump or heart make. It is probably true that, if your hand warrants, it is better to lead a red suit to such a make. If you have a red suit and a black one, about alike in strength, lead the red. But, of course, if your long, strong suit is black, lead it.

THE THIRD HAND

The third hand is the leader's partner, and sits at the right of the dealer. His play is just as important as the leader's, and requires close attention to the fall of the cards. Since the dummy hand is exposed after the initial lead, third hand plays with the advantage of knowing dummy's cards. That sometimes makes a slight difference in the card played on the first lead, and frequently makes a great difference in the card returned. Third hand should try to be as helpful as possible in the leader's suit and give him all the information possible concerning his own strong suits. If the leader begin with an ace king suit, third hand should show him by the discard whether he has two or more of the suit. If he has but two, say the six and three, he should indicate that by playing the six first, following with the three. If he has three or more he should play the smallest card first. This is important, because if third hand has a short suit, a trick can often be made against a trump declaration by trumping the third lead. The first rule then is this:

Show your partner if you are short in his strong suit.

On the other hand, if the leader begin with a small card it is the duty of third hand not to finesse, but to put on the highest card and take the trick. For instance, and this is true of trump and no trump play, if third hand hold ace and queen of the suit lead, he should put up the ace and take the trick. Of course, if the king should be among dummy's cards, the play of third hand will depend on the card played second hand. If the king does not go up on the lead, then it would be proper to take the trick with the queen. But this play is not a finesse. Finessing is endeavoring to take a trick with a card that you do not know to be good, when you have a better card in your hand. To make this attempt in the suit your partner leads is ordinarily a bridge crime of the first magnitude. And this brings us to the second fixed rule for third hand play:

Do not finesse on your partner's lead.

Suppose, however, that a small card is lead, and that you, as third hand, hold both ace and king, or even ace, king and queen. In such circumstances third hand should always take the trick with the lowest of the sequence. If you put on the ace the leader will not know where the king is, while if your king takes the trick he locates the ace in your hand.

Third hand must examine dummy's cards closely

before returning the lead. Reasons may be seen there for changing the suit. Ordinarily it is wise to return the original suit. The leader has high cards in the suit which may be good, or he led from a short suit. In either event he wants his lead returned. Unless dummy's cards are such that a return of the suit is manifestly unwise, it should be done. It may be that third hand has a strong suit of his own, headed with an ace and king. If so, it will probably be best to take a trick with the king, to show the suit, before returning the original lead.

If third hand has no strong suit, and the original suit cannot be returned, then lead the suit in which dummy is weak. If dummy has a suit headed with ace, queen, or ace, jack, it certainly would be wrong to lead into that, because if your partner has high cards of the suit they would only be sacrificed. Lead through strength and up to weakness.

If you decide at the fall of the first round or two, that you and your partner have control of two suits and sufficient protection in the third, do not be afraid to lead trumps, even if you are weak in them. Such a lead would be especially indicated if dummy have only a trump or two and is weak in your strong suit. Do what the dealer doesn't wish done. If he doesn't lead

trumps when he has the chance, lead trumps through him and take the trumps out of the dummy hand. In this way you will perhaps establish your good cards which otherwise dummy might trump.

THE DEALER'S PLAY

This is the most interesting feature of bridge. Each member of the quartet playing awaits eagerly his turn and takes more delight in playing his own hand—and dummy's—as dealer, than in the other three hands together. The bridge enthusiast is stoical indeed, if a succession of forced spade makes fall to his portion, and he can sit through them without disappointment. The great interest in the dealer's play may arise from the fact that here he is alone responsible for the result. He has the control of half the cards, and upon his own wit and intuition depend the result. He has no partner to share the blame or the praise.

The dealer's play does, of course, depend largely upon the cards he holds. If the declaration is an aggressive one, no trump or hearts or diamonds, made so with the hope of going game, then he must carefully consider the combined strength of the hands, remember how many tricks he needs to accomplish his purpose, decide how many sure tricks are in sight and plan how to obtain the desired remainder. If the battle is to be closely contested, and all he can hope for is the odd, then he must play with conservatism, his mind all the time on the score. If the struggle

be defensive and the purpose in view be the saving of game, then he should bear that fact in mind, remember how many tricks he needs to do this, and take no chance of failing in his purpose by unnecessary finesses or by slowness in getting in the sure tricks.

AT NO TRUMP

The long suit play is especially effective with the dealer, because he can at once decide which *is* the long suit of the combined hands and what the chance is of establishing it. Establishing a suit is having the best cards in it, and *being able to lead it*. Many a long suit has been wasted because after the opposing high cards were forced out the dealer could not lead from the hand containing it. This is more likely to be the case with a long suit in dummy's hand than if it were in the dealer's own hand, because in the exposed hand the adversaries see the long suit and try by every possible method to spoil it. It is for this reason that the preservation of re-entry cards is so necessary to such a hand. And it also follows that with two equal long suits, one in dummy and the other in dealer's hand, it is safer to establish the one in the dealer's hand.

To understand what is meant by the value of re-entry cards, which carry with them the power

of securing the lead, play over the following hand in two ways, Z having dealt and called no trump:

♥ 8 4	Y	♥ J 7 3 2
♣ K 5 2	A B	♣ 9 6 4
♦ K Q 6	Z	♦ A 9
♠ Q J 10 9 8		♠ 6 4 3 2
♥ A K Q 9		
♣ Q 10 8		
♦ J 10 8 2		
♠ A K		

It is A's lead, and he will, of course, begin with a spade, which Z takes with the ace. If Z now first lead out his aces and kings, before he establishes the club suit, he will take just six tricks. On the other hand if he establishes the clubs by leading either the queen or ten, retaining his high cards for re-entry and forcing A to put up the club king, Z will make at least nine tricks and the game. There are many hands like these, and in almost every no trump hand there are suits to be established before the play can be

effective. Perhaps the most important rule for the dealer to bear in mind, then, is this:

Establish the long suit while you hold commanding cards in the other suits.

It frequently happens that the dealer's cards do not control all the suits. It often occurs that in the long suit opened by the adversaries the dealer holds but the ace and two small, while the dummy may show but two small. If this be so, it is generally wise to let the adversaries have the first two tricks, reserving the ace for the third. By this time the leader's partner will likely be out of that suit and therefore be unable to lead it if he gets in. When the dealer thus takes the third trick and subsequently has to finesse in order to clear up one of his suits, he must be careful to always finesse against the original leader, so that he cannot get in and make the remaining cards of his long suit.

The dealer, of course, knows just what cards are held against him, but he cannot tell in which hand particular cards are until some indication is given by his opponents. This information is very important to him, because often he can lead through and capture the opposing high cards if only he is sure of their situation. This information he can mostly gain from the discards, forced or voluntary, and it therefore is usually wise to

play out the long suit as soon as it is established, or, if it is already established, to lead it as soon as he gets in. If he has a sure suit of five tricks he must certainly force several discards from the adversaries. A forced discard necessarily weakens the hand from which it is made, and, by leading the long suit, the dealer not only is likely to gain the information he desires, but weakens the defense which originally might have existed. This is especially true if the opponents are "discarding from weakness," and are indiscreet enough to throw away high cards from their short suits.

To the dealer the ability to throw the lead into either hand is of great value. To take advantage of the information gained by the discards it is often necessary to lead through the high cards of the adversaries, and this is often prevented if it is not possible to pass the lead to either hand at will. Therefore the dealer will often find it wise to preserve till later a suit in which he has ace with two or three small in one hand and king with one or two small in the other. It frequently occurs, also, that by delaying the playing of such a suit the dealer makes the small cards good at the end of the hand, when they would not have been good had the suit been cleaned up at the start. This comes about usually by the adversaries being forced to discard from that suit if the dealer

has a long established suit to lead. For in a suit in which the dealer holds in his own and dummy's hands ace, king, with perhaps the nine or ten and three or four more small, the remaining cards are likely to be divided in the two opposing hands, with the queen and two small in one and the jack and two or three small in the other. The holder of such cards is likely to discard one or more of them when he is forced to throw away, because he naturally feels that his strength is not sufficiently great to warrant his preserving them. And if the dealer watch the discards carefully, he will often find his small cards of that suit good at the end of the hand.

A suit that is mostly disadvantageous for the dealer to open is one in which he has the jack with two or three small in one hand, and king with two or three small in the other. Unless the dealer can locate the ace definitely and lead through it in order to make his king good, it is wiser to let such a combination of cards alone till it is necessary to play them. Experience will convince the experimenter that the chief use of such a combination is defensive, to prevent the opponent from establishing it.

In the play of almost every no trump hand the dealer has a chance to try a finesse, and often more than one. The simplest form is when in

one hand he holds a suit of ace, queen and two small and in the other jack, ten and one or two small. The problem for the dealer to solve is how to take four tricks in this suit. If the king is held by the opponent playing before the hand holding ace and queen, it is a simple matter. Lead the jack, and if the king does not go on, duck with a small one; then follow with the ten and use the same tactics. If the king is still held up then lead a small one and put on either queen or ace as occasion demands.

But if the other opponent holds the king there is no way of getting it (save physical violence), and it will be sure to win either the first or second trick. The theory upon which such a finesse is used then has two legs for support. First is the fact that, on the average, the king will lie an equal number of times in either hand. This being so, it follows that by finessing the king will be captured half of the time. And next is the fact that, when the king lies on the "wrong" side and captures the trick, the suit is thus established and the remaining tricks are good, so that nothing is lost.

And now, before we consider some of the other combinations where the finesse may be used, let us think of some where it is unwise. Suppose in one hand are the ace, king and three small, and in the other the jack, ten and two small. Here

in both hands are nine cards and the opponents hold but four. The chance of capturing the queen by two straight leads is much greater than the chance of capturing it by a finesse. It may happen that one lead discloses that all the four cards are in one hand. If so, it may be wise after the first lead to change the theory of play, and if the queen lies where it can be captured go after it with a finesse. But certainly it is wise to make at least one straight swing to capture it. And usually it pays to lead twice. Another combination from which it is wise not to try a finesse is where in one hand is an ace and one or two small, and in the other the queen and two or three small. Here it would manifestly be foolish to lead the queen for the purpose of forcing the king, because if the king is put on you will lose the queen or be forced to overtake with the ace and leave the opponents with control of the suit. It is better to delay the play from such a combination until able to mark the hand containing the king and then to lead through the king to the queen, reserving the ace for re-entry. By doing this the king will be forced out on the first trick, when the queen and ace can be made separately, and perhaps a third trick if you have seven of the suit in the two hands. Or if the king be held up your queen will make on the first trick.

One combination is interesting and worthy a moment's attention. Let us suppose in dummy are the king and two small, while in your own hand are ace, jack and one small. With these cards three tricks may often be taken, and it will be simple if you can mark the queen in the hand at your right. Because, in that case, if a small card be lead through the queen the ace or jack may be played as occasion requires. But if the queen is in the hand playing after the hand containing jack it is quite different. If in the hand holding queen is also the ten it is certain that if the jack is led the queen will be put on and the king forced out of dummy's hand. But this is the chance that must be taken. If the queen has not been marked in either hand the only play is to lead up to the hand containing ace, jack and try to take the trick with the jack. With this combination of high cards, if either hand contained three or more small, the play would be different.

It has been assumed that the dealer can lead from either hand. Many times this is not possible, and the fact will, of course, greatly modify the play.

In general, it may be said that the finesse should be used wherever there is a legitimate chance to take a necessary trick.

And to decide whether the trick is necessary

the score must all the time be borne in mind. The most important matter is to win the game. If you have two odd tricks won and need another for game, take it if it is in sight, even if by so doing the chance of winning two or three more by a finesse must be abandoned. On the other hand, if you have the odd trick won and need two more to go game and to secure them a finesse is requisite, make the trial unhesitatingly.

WHEN TRUMP IS DECLARED

If the dealer has declared a trump, the reason is that he is strong in that suit, unless, of course, the declaration is defensive. If the call is in accordance with the rules laid down for the make, dealer will presumably have in two hands, seven or eight trumps. His opponents will try to secure as many tricks as possible before giving up the lead. When the dealer gets in he must adopt one of two plans. If in the combined hands he finds a long suit which will be good when the opponents' trumps are gone, in almost all cases he should exhaust trumps and bring in the long suit. On the contrary, if he finds himself with a quantity of trumps, but lacking strong suit cards and with one or two short suits, then a ruffing game may be preferable. Sometimes in the latter case, if there is a plethora of trumps, it is better to make

one or two trump leads before beginning the ruff. In at least nine hands of every ten it is wise for the dealer to open trumps. With the trumps of the adversaries exhausted, the dealer may play the remaining cards as if there were no trump, taking advantage of the long suit play and using the finesse; and with the added facility of being able to get in with the remaining trumps whenever a suit is cleared up.

Hands are numerous in which, after the dealer has exhausted the opponent's trumps, he can ruff to advantage with the trumps remaining in his own or dummy's hand. Now and then dummy will put down a hand in which are two or three small trumps and a singleton in some suit of which your own hand contains two or three small. If the dealer now commands the other two suits he can afford to try a ruff before exhausting trumps, by leading the short suit. He may thus gain a trick or two on his own weak suit before beginning to fire his own big guns.

DISCARDING

When the opponents are leading their long suit and one has to throw away cards that might possibly be good for tricks—shortening one suit, weakening another, taking down the defenses in still another—these sad moments can be somewhat relieved by showing partner what one has left, and what he is expected to lead if once he gets in.

The problem is, by the discard, to definitely show partner what you wish him to lead and still not weaken your hand. To show the strong suit with absolute certainty it is necessary to throw away a small card of that suit, which is discarding from strength; and to preserve the strength of the hand it is necessary to hold all the cards of your strong suit and throw away one from some short suit that cannot possibly take a trick, which is discarding from weakness. It is therefore easy to see that it is impossible to accomplish both the objects desired by the discard. If you discard from strength you show your suit definitely, but you weaken the suit; while if you adopt the discard from weakness you preserve the strong suit intact, but you do not show definitely what the strong suit is.

It is natural, therefore, that players should differ as to the wise course to pursue. There are of course those who object to any fixed system of discard, but their number is negligible; all others either discard from weakness or discard from strength. Occasionally a player will mix the systems and declare that he discards from "strength in plain suits and weakness in no trumps."

If I were to be restricted to either plan my conviction is that I should adopt the discard from strength, believing that the definite showing of the strong suit makes it preferable. But we have adopted a discard system here at Dunwoodie which we think has an advantage over any other method, and which may therefore properly be called the "Dunwoodie Discard." It gives the player the option of discarding either from the strong or from the weak suit as the hand may demand. By this plan the discard of a card with an even number of spots indicates strength in the suit shown, a card with an odd number shows weakness. The discard of a two would mean strength, of a three would mean weakness.

We have played this discard in many thousands of hands and it has but one defect. Now and then a hand will occur in which the strong suit contains no card with an even number of

spots, and in which the weak suit contains no odd card. Experience has proved that this rarely happens—not more than once in twenty-five rubbers. It is therefore almost negligible as an objection to the system.

Observation of thousands of hands played with this system demonstrates several facts. One is that a discard as a means of giving information is of little value against plain suit makes, while the contrary is true when no trump is made.

Another thing is quite plain. While the system has been adopted by those who formerly discarded from weakness, as well as by those who discarded from strength, yet in using the system these players show strength in a suit about ten times as often as they show weakness. This is rather conclusive proof to me that if one were restricted either to strength or weakness in discarding, the discard from strength is the more useful.

In practical play our Dunwoodie discard works admirably, and we confidently recommend it to the attention of bridge enthusiasts.

It is flexible and accommodates itself to the quality of each hand. Many times shortening the strong suit spoils a hand, and when such a situation arises the weak suit can be discarded from. There are other hands when to discard from the

weak suit will give the opponents absolute control of it. In such cases the strong suit can be indicated.

Some players have developed this theory of using the even card to show strength and the odd card to show weakness to a still greater degree, so as to indicate to partner strength or weakness in his own suit while following. Thus if the leader begin with an ace, or ace, king suit, third hand shows whether he can take the next trick in that suit by the card he plays. If he has command of the suit he follows with an even card, otherwise he plays an odd card. With two or three leads, therefore, the first player could readily place nearly every trick. Of course the chance that the third player will not be able to indicate his strength or weakness for lack of proper cards is here greatly increased. It is so much increased that in almost every rubber such a hand will occur. This method of discard also apparently interferes with the useful echo by which exhaustion of the suit has heretofore been shown. When the leader opens an established suit, if third hand holds but two small, it is customary for him to play the larger card first. Following with the smaller then shows he is out of that suit and can trump. It is not good play to carry this custom to the extreme of discarding an honor higher than a ten and then

following with a small. This is likely to confuse the leader. If third hand has jack or queen and one small exhaustion of the suit is shown just as plainly by playing the small card first.

It frequently happens when a number of discards are forced that the choice of cards to throw away is perplexing. If the smaller cards are discarded from each suit they may all be left unprotected. Some good players, when there are two or three suits to protect, have adopted the habit of discarding all of one suit so as to leave the others intact. This plan sometimes proves useful, but two serious objections may be urged. It is often impossible to decide which is the more valuable suit to hold. And if there is an honor in the suit discarded, throwing it away gives the leader too much information.

Too much importance can be easily attributed to the proper mode of discard. It is quite the rule for partners who are drawn at a table to ask each other, before beginning play, as to the habit of discard. But many times this formality is neglected, and we have all seen these partners play several rubbers together with great satisfaction and without the question occurring to either.

WHAT IS CALLED "UNBLOCKING"

This is simply keeping out of your partner's way. It is usually of no importance, except when no trump is called. But it is of great importance then. The leader begins with his long suit, and it is essential that whatever high cards you have in that suit be used to assist him in clearing or controlling the suit, not in stopping it.

Suppose the leader has ace, king, nine and three or four small, while you hold queen, ten and one small. He leads the king. If you play your small card on this you will surely stop the suit for him, with a possible loss of several tricks. If he continue with the ace and takes out all the others held by the opponents, you are left high and dry with the best card of the suit, and no way of giving it back to partner. Of course the way to avoid this is to play some other card on partner's first lead. Not the queen, because you can scarcely tell, upon the first lead, how long partner's suit is, and you might need the queen. But your second best card, the ten. Now, if partner leads again, you can usually

tell by dummy's hand and the cards that fall, if partner's suit is long; and if you decide it is, then play your queen on the second round. Play in the same way if you should have four cards of the suit. On the first lead retain the lowest card and play the next to lowest. As long as you keep your lowest card you can always put partner in by returning it.

Should the leader begin with a small card and you hold ace, queen and one small, put on the ace and return the queen. In this case if the dealer hold the king you clear the suit for the leader and are able to return it when you get in. If he lead from king and four or five others, he will know what to do with your return lead of the queen.

If the leader begin with a small card and you hold king and jack, with or without a small card, put on the king, unless dummy shows queen and two small, when you should play the jack. This is only saying again that the third hand should not finesse on his partner's lead.

There are many other combinations in which a trick may be lost unless you retain the small card. The leader may hold ace, queen, jack, six and three, and you hold ten, seven, four and two. He leads the ace, and follows with the queen, which dealer takes with his king. When the

leader gets in again and continues with the jack, you are bound to stop the suit, unless you have held your smallest card.

In most cases the matter is simple, and you can keep out of partner's way by retaining the smallest card. Now and then you may find that you have misjudged the leader's hand, and that it is not as long or as strong as you have hoped. If this be so by playing your good cards you may lose a trick, but such errors of judgment will be rare.

This theory of unblocking is, of course, especially applicable to the play of the leader and his partner, because the dealer, knowing the cards in his own and dummy's hand, can block himself only through carelessness. But it is easy for the dealer to do this, if he is thoughtless. If there is a long suit in dummy, headed by the jack and four or five others, and he hold in his own hand ace, queen, and one small, he must retain the small card and force the king out of his opponent's hands by playing his ace and queen. For, unless dummy have one sure card of re-entry, he may find himself after the first two rounds with no method of getting the lead back into dummy. This situation may arise in many combinations. Assume this position at no trumps:

DUMMY'S HAND	DEALER'S HAND
♥ 8 6 4	♥ A K 7 5
♦ J 10 8 7 6 2	♦ A Q 9
♣ K 2	♣ Q 6 3
♠ 9 3	♠ K Q 6

and a small club be lead, which dummy captures with the king. Now it is quite necessary that a small diamond be led from dummy's hand and an attempt be made to force out or capture the king. This would be best accomplished by finessing with the queen; and if the queen wins returning the ace. If the four diamonds held by the two opponents are evenly divided the king will be captured in the second lead and the suit established. If one of the opponents hold king and two small, he can readily kill dummy's hand by holding the king for the third round.

PLAY OF THE SECOND HAND

In that charming essay of Arthur Schopenhauer which he called the *Wisdom of Life*, he declares that "in all countries the chief occupation of society is card playing and it is the gauge of its value, and an outward sign that it is bankrupt in thought." Perhaps this is more severe than the fact warrants; because at least in American life, card playing, like the theatre and the strawberry festival, is mostly the occasion for bringing people together socially, and giving them the chance of expressing and exchanging what thoughts they have. And while card playing is a trifle, not to be compared in importance with many other things which are necessary for our life, there is a satisfaction in doing well whatever is to be done. I fancy, therefore, that if Herr Schopenhauer could have mastered the play of the second hand at Bridge, he would have decided that the subject surely required a certain amount of mental quickness.

For there can be few hard and fast rules for the playing of the second hand—by which is meant the second hand to be played from, wherever the lead may be. The old dictum of whist, "second hand low, third hand high," is, in many

respects, a good rule to think of, but its application to Bridge is limited.

Second hand tactics are about the same for any one of the players, but the dealer has a great advantage in his knowledge of dummy's hand. Getting the most out of the high cards in the second hand is largely a matter of intuition. Some general rules may be given, but they are all subject to modification to fit the combinations that arise.

Holding two honors in sequence, it is usually wise to cover a low card led with the smaller of the two.

Holding three honors in sequence, it is almost imperative to cover a low card lead.

If an honor be led and second hand has the honor just above, it is usually wise to play it. For instance, if queen be led and second hand hold king, and ace is in third hand, it will generally pay to cover with the king. One must assume that the queen is led from the top of a sequence of at least two, and your partner may be able to stop the suit with a nine or ten if you use up your opponent's honors by covering. On the other hand occasions for different play will arise. If the dealer leads queen from queen, jack and others, and in the dummy are ace and two small, second hand play will be modified by the number

of small cards second hand holds. If only one or two, go up with the king and depend on partner. If three small, duck, because your king will be left after the ace is necessarily played.

On original leads it is usually wise to play the king from king and one small in dummy. On later leads, after dummy is exposed, the dealer must trust his judgment. He cannot tell, except to judge from the cards in his own hand, what the leader's object is.

The play from one combination is well settled. If the dealer hold in one hand king and one or two small, and in the other queen and one or two small, do not go up with an honor second hand. Also play low with the jack in one hand and the queen in the other. With queen and one small in one hand, and jack and two small in the other, dealer can always stop the suit if he does not go up with the honor second hand.

There are other combinations to remember. Suppose ace in one hand and queen in the other at no trumps. If small card be led through the ace, play small second hand, and try to take the trick with the queen fourth hand. And if small card be led through the queen, play small, unless the queen has only one guard. This play might not always be wise in plain suits where the lead was made for the purpose of saving a possible king in third hand.

With queen and one small in one hand, and ace, ten and small in the other, play small card second hand if lead is made through the queen. This would not necessarily follow if, instead of the ten, you held a nine.

If jack, ten and small are in one hand, and ace and small in the other, it is usually wise to play the ten second hand.

If second hand hold a fourchette, always cover second hand an honor led. A fourchette is to hold the cards immediately above and below the one led. If ten is led and second hand hold jack and nine, cover with the jack. This rule should be observed even if the card led be a small one.

When a suit is led to dealer, and in one hand he has king and small, and in the other ace and small, it is generally wise to capture the trick with the high card in the exposed hand, unless it is necessary to preserve that honor as a card of re-entry for the exposed hand.

There are plenty of other general rules which might be given for various combinations, but they are all subject to variation. The proper play of the second hand is one of the most difficult features of the game, and experience is the best teacher; also one of the most expensive.

SUGGESTIONS

A further word may be hazarded with regard to a few details of play. Bridge, of all the card games, is perhaps the easiest in which to obtain an advantage in unfair ways. The most important part of the play is the make. If partners play together a good bit, a vocal inflection in a question, a murmur of surprise when sorting the hand, a delay in announcing the make,—any one of these might convey a deal of information. Therefore it is better to so conduct your play that no questions can ever arise.

If you are dealer do not hesitate over your decision of the trump. When you have looked at the cards it is easy to tell instantly if you are going to make the trump or pass to your partner. It will occasionally happen that your cards are such that you wish to make the trump, but cannot instantly decide what is wisest to do. When this is true, say at once and *distinctly*: "I will make the trump;" and then you can safely take what time you need. There is nothing more annoying to the opponents, or embarrassing to partner, than a player who fusses around with his cards, hesitates, declares he doesn't know what to do, and finally passes the make. This annoys

partner, because he may have a good hand and wish to declare no trump. And if dealer has fussed around in this fashion, dummy will hesitate to declare no trump, even if he has the cards. In some clubs the custom is to allow the dealer ten or twelve seconds in which to announce his decision. Dummy may have all the time he needs, since his hesitation cannot make any difference.

When a few friends are in the habit of playing together frequently they often grow careless and fail to observe essential details. One of the commonest of customs is for one of such a group to throw upon the table, face up, the last two or three or four cards of a hand and say: "They are all yours;" or, "that's all you get;" or, "the rest are ours," or something of the sort. Now of course the penalties for exposed cards are all given in the rules and may be enforced, but in a friendly group of the kind described there is often a tacit understanding that the lid is lifted and the rules may thus be neglected. Yet let me warn against the habit above mentioned. There is no more fruitful source for differences than this. The statement may be true nineteen times in twenty, but there is the twentieth time. And even if it is true some one of the quartet may not quite see it, and then he requires to be shown. It

is not rare to see such a four still disputing about a certain trick after three or four other hands have been dealt and peacefully played. And when a player, argued down, grudgingly concedes the point, his Bridge disposition may be soured for an hour or two. Please, then, play out the cards. It will save much trouble.

When the dealer looks at his cards he occasionally finds that he has dealt himself a "three suiter." He may have four spades, and four clubs and five diamonds, with the hearts lacking, or some other suit may be absent. When this happens it is much better for the dealer to make the trump. If the make is passed the odds are rather in favor of dummy's declaring the suit the dealer lacks. A trump declaration from a three suit hand is likely to be successful. The ruff is already established, and in such a hand it is quite possible that all the small trumps will be good for tricks. Unless the hand is sadly weak it is better to take a chance with the best there is.

SOME INDIVIDUAL OPINIONS

NO TRUMP MAKES

There is a fascination in a no trump make which does not obtain in the declaration of a suit trump. Possibly this comes from the fact that every one of the thirteen cards in one's hand becomes fortified with its nominal value, and that it may enter into the combat unmenaced by the vested right of some declared suit. The no-trumper is a stout and fearless democrat, willing to abide by the decision of the majority, asking no favor and granting none. In the playing of such a hand one is not called on to witness the humiliating and almost pathetic spectacle of the slaughter of a led ace or king by a special privileged deuce or tray.

In the declaration of no-trumpers there are three classes of players, viz.: those who are so conservative that they underestimate the value of the no trump possibilities of a hand; those who are so risky and optimistic that they declare no trumps when the odds are decidedly against them, and, finally, that small division of rarely-equipped players, gifted with scientific judgment and a trained prescience—a combination which enables

its fortunate possessor to win on no trump declarations which less favored players hold in contempt.

So far as I am able to learn, I am the only member of the Dunwoodie Country Club entitled to belong to this latter class.

It, therefore, will not be expected of me that I shall reveal all the secrets of an art by which I derive so decided an advantage—not in financial gains, since the money won serves merely as the marker to indicate the extent of a victory won by superior skill—but in the calm and almost holy satisfaction which flows into the soul of the bridge player, who knows that his score is the highest to be attained from perfect declarations, flawless leads and matchless finesse.

However, I am not averse to setting forth some of the rudimentary principles of a no trump declaration, and I do this more in the hope that these revelations may so improve the play of Dunwoodie that I may have worthy opponents, rather than in any fear of financial loss thereby.

In the first place, one side holds a no trump hand every time the cards are dealt. Carpers may retort that this is also true of hearts, diamonds, clubs or spades; to which I rejoin that the odd trick in no trumps counts twelve.

The dealer has the advantage in nominating

the trump. This is offset, to a degree, by the fact that the opponent to the left has the privilege of making the first lead. I hold that in an ordinary hand this advantage is so slight that it may be ignored in making a no trumper. Of course, if I make it no trump with only one heart in my hand, and if my partner does not come to my support, then it is certain that we shall lose the odd and possibly the game; but it is this very fear of such a possible but improbable calamity that deters the average player from making a no trump declaration on a hand which seems to warrant it.

If I pick up a hand with four sure tricks in spades, three sure tricks in clubs and none in hearts or diamonds, I do not hesitate to declare no trump. There are only two suits that my opponents dare play, and the moment my partner gets in we surely win two odd tricks.

Ah! our timid conservative cries, there are dangerous hands out against you. Of course there are. I am in danger of losing all the heart and diamond tricks, but am I the only one in danger? How about my friend, the enemy? Does he relish a game in which a lead of a black suit means defeat? Would he have made a no trump declaration without a black trick in sight? Never.

If I have absolute control of one suit in my

hand I have the average strength of a deal of cards. There are four suits and four players. If I hold control of two suits I have a stupendous advantage. My partner need stop only one in order to give us the game under all ordinary circumstances. The fact that I am shy of one suit is all the more reason to anticipate that my partner is strong enough to check it. He may have none; in which case, as I have stated, we lose, but the fact that a declaration loses once in a while, or repeatedly in an evening, proves only that the cards are not breaking fairly, and it militates not in the least against the truth of my theory that absolute command of two suits is sufficient warrant for a no trump declaration.

Every time that a scientific no trump declarer fails to win there are tears from his partner and jeers from his opponents. When he wins—as he does fully eight times out of ten—his ignorant dummy takes all the credit for laying down good support, and his foolish opponents declaim against his marvelous luck. To a player who thoroughly understands this feature of the game—as I do—there is no anodyne more soothing than the railing of these incompetents.

Let us deal a sample hand. The one now indicated is shown just as I dealt it, and is not in any sense a trick hand, but it serves admirably

to illustrate the possibilities of what is usually termed a "dangerous no trump make." Here are the cards, myself dealing and declaring a no trumper:

LAWSON

♥ J
 ♠ A 10 9 3 2
 ♦ J 7 2
 ♣ K J 5 3

WATSON

♥ A 6 5 4 3 2
 ♠ K J
 ♦ 10 9 3
 ♣ 10 6

THOMAS

♥ 10 7
 ♠ 8 7 6 4
 ♦ A 8 6 4
 ♣ Q 9 4

ADAMS

♥ K Q 9 8
 ♠ Q 5
 ♦ K Q 5
 ♣ A 8 7 2

Certainly mine will not be called a strong hand, and surely Lawson would not make it no trump if I passed it to him, since his hand indicates only two, and at the outside, three tricks. As I read my hand it indicates four tricks with a strong

probability of five. There are only thirteen tricks in all, and assuming the strength of my hand at four and one-half I have 34 chances out of 100 in my own hand. I, therefore, trust my partner for the necessary 17 percentage of winning cards—and he has them. In ordinary play Lawson and I will go game on the play of this hand.

You say that Lawson has given me strong support. Very well, suppose I take Watson for a partner, and the chances are even greater that we will again go game. Were Thomas my partner and the lead in Lawson's hand, then we would lose the odd through his spade lead, otherwise we would likely win the odd.

Thus this hand of mine will win three or more odd tricks in combination with either Lawson or Watson, and lose only the odd with Thomas, who holds the weakest and least adaptable hand of the three.

Look my hand over closely. It shows only one trick in clubs; it has no trick in spades, and it lacks the command in either hearts or diamonds. It has no long suit, and is in all respects far from a certain winner, but notwithstanding all this, it holds out an almost sure promise of five tricks. My conservative friends will dispute this, but that hand will take five tricks seventy-five per cent. of the time. The very fact that it has no

long suit is an indication that the other hands are the same. The weakness in spades is its most marked defect, but even with Lawson's long suit of spades taking five tricks against me there is still a fighting chance for the odd.

There are times when this hand will be beaten, but what of it? Bridge is based on the law of averages, and the player who has four or five sure tricks in his hand lacks judgment when he declines to trust his partner for two. His partner may have none—then he loses, but the other side does not go out at love all. Again, his partner may have seven or eight tricks, in which case honor counts, and items for slams, add to the joy of the occasion.

In the determination of a no trump make altogether too much importance is attached to the absence of aces. The difference between an ace and a king in a no trumper is that the ace dominates twelve cards in a suit, while the king dominates only eleven. The ace also has an honor value, but to all intents and purposes a king is as valuable as an ace. A hand which bristles with cards between the ace and the eight spot is one not to be despised.

That learned and astute essayist, Mr. John Duff, has emphasized the safe and only practical use of the one-spot in his immortal treatise:

“Don't Let the Ace Die in the House.” He proves that it should be led before its expiring breath and nauseating effluvium permeates the room.

Our national government is singularly derelict in the preparation of bridge statistics, but accurate figures undoubtedly would show that more tricks are taken with kings, queens and even with jacks than with the much vaunted aces. Therefore, do not let the absence of aces deter you from making a no trumper, provided your judgment tells you that your hand holds decidedly more than the average strength.

Where the risky or unwise no trumper counts its victims by the tens, the cowardly and stupid spade evasion numbers them by hundreds. If I could convert into money the profits which would accrue nightly from spades makes which should have been exalted to the dignity of no trumpers, I would ask no other source of revenue.

In conclusion, I trust no reader of these few remarks will think that they constitute an argument in favor of the indiscriminate declaration of no trump. I simply urge that there should be applied to this art the elementary principles of the law of average, and that there should be adopted such a policy as will yield a maximum of success to a minimum of failure. Success in

cards consists in extracting the limit from poor cards, and the odd in your favor from a sickly looking no trumper is better than four odd against you in a doubled spade.—*Frederick Upham Adams.*

DON'T LET AN ACE DIE IN THE HOUSE

The craze some players have for finessing on all possible occasions reminds me of the craze the surgeons have had for appendicitis operations. Just as soon as they learned they could cut a man open in a real appendicitis case, and sew him up again, with some reasonable chance of his living, then carnage reigned. Every after pain from chicken salad, every gripe from a green apple and,—presto! they had the poor victim opened and trussed up like a Thanksgiving turkey. Just so it is with the player who has developed the finesse appetite. For the possible chance of making a nine spot take a seven, his aces and kings, good cards any day in the week, go down to slaughter.

Just recently it was my sad fate to see one of these finesse cranks get in his perfect work. It was no trump and he was third hand. His partner's initial lead was a small diamond. Dummy put down the ten and two small ones. The finesse crank held ace and jack and a little

one, so of course he put on the jack. Thereupon the dealer takes it with his queen (he only had queen and one more) and followed with nine straight tricks in hearts and spades and clubs. When his partner had ceased tearing his hair, for he held king, nine and three others, the finesse crank explained: "I was only trying to clear your suit for you, partner." Ye Gods! And how many times have I seen third hand finesse, holding the ace, not only losing the trick, but also the lead and game. It was only the other day I observed with deep sorrow one of these f-c's (finesse cranks) who held in one hand the king and four more in clubs, and in the dummy the ace, jack and three others, and clubs were trumps, too. From his own hand he leads a small one, and put on dummy's jack third hand. The right hand adversary captured the trick with his queen and then made two more in hearts, both of which might have been ruffed by the dealer had he gone up with his ace and returned the suit, thereafter discarding his hearts on his own leads of good cards. If there is ever an unjustifiable finesse it is when you have two swings at a suit and there are only three or four out against you. So let me set down here in letters of gold one great and valuable maxim: *Don't let the ace die in the house.* Take a trick with it. That is what aces are for,—

to take tricks with. And let another great truth sink into your soul:

An ace cannot possibly take but one trick.

And when the ace has taken that trick and it is neatly stacked up on your pile, you have the comforting assurance that no adversary can get it away.* No measly little deuce of trumps can grab it. No long suit in an opposing hand can render it worthless. No failure of your partner to "lead back" can lower its value away below par.

I must of course admit that the finesse has its uses. To extract the king when it is guarded with two or three small ones by deft "leading through" affords a keen and holy joy. But how often do these chances occur? In ordinary play only once or twice in each rubber. Meanwhile, if you finesse on every thing in sight, you will lose an unnecessary score of tricks.

—*John T. Duff.*

* Barring a revoke.—*Editor.*

THE FOURTH BEST FALLACY

In a declared trump there certainly is no advantage to be derived from a "fourth best" lead. As it is presumable that the preponderance of trumps is with the makers, a suit susceptible of a fourth best lead could never be successfully established; it would be out of commission long before it could reach a useful stage. The rule, therefore, is applicable only to a no trump hand.

The one in lead will surely open his strongest suit, and it appears to me that the greatest strength of the hand will be maintained and the best results obtained by leading low, if the suit is topped by A-Q or A-J, or, if the suit has a sequence of three or more from the K, Q or J, to lead from the top of the sequence.

It is true that if the leading hand puts forth an eight the partner will know that three cards higher than the eight still remain in the leading hand, two cards higher than the eight are either with the dummy or his own hand, both of which he sees, or that of the dealer. This may be interesting information, but it is not particularly useful; for with one card higher than the eight known to be in the dealer's hand, the third hand must play its highest, which it would do in any event—that

is, the highest certain of taking the trick on forcing the high card in the dealer's hand.

My contention is that the strength of the leading hand is conserved by leading low, and that this strength is greatly augmented in event the partner has one or two high cards of the suit. On the other hand if the high cards of the suit are in a hand of the opponents the play goes into that hand anyway, whether the lead is fourth best or low; and as it is fairly presumable that in making no trump the making side is strong enough for the odd, if not game, once it gets in play, no advantage has been gained by leading fourth best of the suit. Contrarywise, if leader's partner should have the high outstanding card, and can return the suit, that fourth best card might be just the necessary one to establish the suit and save the game, or possibly make the odd.

With two hands in view (dummy and the player's own) a fair idea ought to be gleaned of the situation without the leading hand imparting the information to both partner and opponent of the number of cards above a certain value that he holds.

In a recent evening at Bridge the score stood my side 28 to opponent's 0 on rubber game. Opponents dealt the following hand. I was "B"

and following fourth best rule lost game and rubber.

♥ 4	♥ K 5 3	♥ J 10 9 8 6									
♦ A Q J 9 3 2	♦	♦ K 8									
♣ 8 7 6 5	♣ K J 10 3 2	♣ Q 4									
♠ J 9	♠ Q 10 8 5 3	♠ 7 6 4 2									
	<table border="1" style="border-collapse: collapse; width: 100px; height: 100px; margin: auto;"> <tr> <td style="padding: 5px;"></td> <td style="padding: 5px; text-align: center;">C</td> <td style="padding: 5px;"></td> </tr> <tr> <td style="padding: 5px; text-align: center;">B</td> <td style="padding: 5px;"></td> <td style="padding: 5px; text-align: center;">D</td> </tr> <tr> <td style="padding: 5px;"></td> <td style="padding: 5px; text-align: center;">A</td> <td style="padding: 5px;"></td> </tr> </table>		C		B		D		A		
	C										
B		D									
	A										
	♥ A Q 7 2										
	♦ 10 7 6 5 4										
	♣ A 9										
	♠ A K										

A dealt and declared no trump. The combined hands of A and C show three tricks in hearts, five in clubs and five in spades—a grand slam with the lead. B leads fourth best in diamonds, the nine. Dummy shows no diamonds. D knows that A's hand contains only one card that can beat the nine, but he must play the king and return the eight. A plays ten on eight, has the suit effectually stopped and goes game. Should B have opened with the deuce, six tricks would have been secured.

In most cases a low lead will serve every purpose that fourth best will; fourth best seldom strengthens and usually weakens a hand, while as a signal it is at best vague—and there you are.

—*Geo. H. Gillett.*

THE AMERICAN LAWS OF BRIDGE

(REVISED)

THE RUBBER

1. The rubber is the best of three games. If the first two games be won by the same partners, the third game is not played.

SCORING

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honors, chicane or slam.

3. Every deal is played out, and any points in excess of the thirty points necessary for the game are counted.

4. Each trick above six counts two points when spades are trumps, four points when clubs are trumps, six points when diamonds are trumps, eight points when hearts are trumps and twelve points when there are no trumps.

5. Honors are ace, king, queen, knave and ten of the trump suit; or the aces when no trump is declared.

6. Honors are credited to the original holders and are valued as follows:

<i>When a Trump is Declared</i>						
3	honors held between partners	equal the value of	2	tricks		
4	"	"	"	"	"	" 4 "
5	"	"	"	"	"	" 5 "
4	"	"	in 1 hand	"	"	" 8 "
4	"	"	" 1 "	{ 5th in partner's hand }	"	" 9 "
5	"	"	" 1 "	"	"	" 10 "
<i>When No Trump is Declared</i>						
3	aces held between partners	count	30			
4	"	"	"	"	"	40
4	"	"	in one hand	"	"	100

7. Slam is thirteen tricks scored independently of the revoke penalty, and adds forty points to the honor count.

8. Little slam is twelve tricks similarly scored, and adds twenty points to the honor count.

9. Chicane (one hand void of trumps) is equal in value to simple honors, *i. e.*, if partner of player having chicane score honors he adds the value of three honors to his score; while, if the adversaries score honors, it deducts an equal value from theirs.*

*Double Chicane (both hands void of trumps) is equal in value to four honors, and the value thereof must be deducted from the total honor score of the adversaries.

10. The value of honors, slam, little slam or chicane, is in nowise affected by doubling or redoubling.

11. At the conclusion of a rubber the scores for tricks and honors (including chicane and slam) obtained by each side are added, and one hundred points are added to the score of the winners of the rubber. The difference between the completed scores is the number of points won or lost by the winners of the rubber.

12. If an erroneous score affecting honors, chicane or slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. If an erroneous score affecting tricks be proved, such mistake must be corrected prior to the conclusion of the game in which it has occurred, and such game shall not be considered as concluded until the following deal has been completed and the trump declared; unless it be that the game is the last one of the rubber,—then the score is subject to inquiry until an agreement between the sides (as to the value of the rubber) shall have been reached.

CUTTING

14. The ace is the lowest card.

15. In all cases every player must cut from the same pack.

16. Should a player expose more than one card he must cut again.

FORMING TABLES

17. The prior right of playing is with those first in the room. If there are more than four candidates for seats at a table the privilege of playing is decided by cutting. The four who cut the lowest cards play first.

18. After the table is formed the players cut to decide on partners; the two lowest playing against the two highest. The lowest is the dealer, who has choice of cards and seats, and who, having once made his selection, must abide by it.

19. Should the two players who cut lowest secure cards of equal value, they shall recut to determine which of the two shall deal; and on the recut the lower deals.

20. Should three players cut cards of equal value, they cut again; if the fourth card be the highest, the two lowest of the new cut are partners and the lower of the two the dealer; if, however, the fourth card be the lowest, the two highest on the re-cut are partners and the original lowest the dealer.

21. Six players constitute a full table, and no player shall have a right to cut into a game which is complete.

22. When there are more than six candidates, the right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

CUTTING OUT

23. If at the end of a rubber admission be claimed by one or two candidates, the player or players having played a greater number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out.

RIGHTS OF ENTRY

24. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, either for the purpose of beginning a new rubber or of cutting out.

25. In the formation of new tables those candidates who have neither belonged to, nor played at any other table, have the prior right of entry. Those who have already played decide their right to admission by cutting.

26. A player who cuts into one table, while belonging to another, shall forfeit his prior right of re-entry into the latter; unless by doing so he enables three candidates to form a fresh table. In

this event he may signify his intention of returning to his original table, and his place at the new one can be filled.

27. Should any player quit the table during the progress of a rubber, he may, with the consent of the other three players, appoint a substitute during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in any way affect the substitute's rights.

28. If anyone break up a table the remaining players have a prior right to play at other tables.

SHUFFLING

29. The pack must not be shuffled below the table nor so that the face of any card be seen.

30. The dealer's partner must collect the cards for the ensuing deal, and he has the first right to shuffle the cards. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last; but, should a card or cards be seen during his shuffling, or while giving the pack to be cut, he must re-shuffle.

31. Each player, after shuffling, must place the cards properly collected and face downward to the left of the player next to deal.

THE DEAL

32. Each player deals in his turn; the order of dealing goes to the left.

33. The player on the dealer's right cuts the pack, and, in dividing it, must leave not fewer than four cards in either packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion of the cards or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

34. When the player whose duty it is to cut has once separated the pack he can neither re-shuffle nor re-cut the cards.

35. Should the dealer shuffle the cards, after the pack is cut, the pack must be cut again.

36. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt face downward.

37. There is no misdeal.

A NEW DEAL

38. There must be a new deal—

a If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.

b If, during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

c If any card be faced in the pack.

- d* If any player have dealt to him a greater number of cards than thirteen.
- e* If the dealer deal two cards at once and then deal a third before correcting the error.
- f* If the dealer omit to have the pack cut and the adversaries call attention to the fact prior to the conclusion of the deal and before looking at their cards.
- g* If the last card does not come in its regular order to the dealer.
- h* If, while dealing, an honor be exposed.

39. There may be a new deal—

- a* If the dealer or his partner expose a card before the deal has been completed. Either adversary may claim a new deal.
- b* If either adversary expose a card. The dealer or his partner may claim a new deal.
- c* If, before fifty-one cards are dealt, the dealer should look at any card. The adversaries have the right to see it and either may exact a new deal.
- d* If, in dealing, one of the last cards be exposed by the dealer or his partner, and the deal be completed before there is reasonable time for either adversary to decide as to a new deal. In all other cases such penalties must be claimed prior to the conclusion of the deal.

40. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has looked at any of his cards. If a new deal does not take place, the card exposed during the deal cannot be called.

41. Should three players have their right number of cards, and should the fourth, not being dummy, have less than thirteen and not discover such deficiency until he has played any of his cards, the deal stands good; should he, not being dummy, have played, he is answerable for any revoke he may have made as if the missing card or cards had been in his hand. He may search the other pack for it or them.

42. If, during the play of a deal, a pack be proved incorrect or imperfect, such proof renders the current deal void, and does not affect any prior score. The dealer must deal again (Law 38 *b*).

43. Any deal out of turn or with the adversaries' cards must be corrected before the play of the first card, otherwise the deal stands good.

44. A player must not cut, shuffle nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS

45. The trump is declared. No card is turned.

a The dealer may either make the trump or pass the declaration to his partner.

b If the declaration be passed to partner he must make the trump.

46. Should the dealer's partner make the trump

without receiving permission from the dealer either adversary may demand,

1st. That the trump shall stand, or

2d. That there shall be a new deal,

provided that no declaration as to doubling has been made.

47. Should the dealer's partner pass the declaration to the dealer, it shall be the right of either adversary to claim a new deal or to compel the offending player to declare the trump; provided, that no declaration as to doubling has been made. The adversaries of the dealer must not consult as to which of the penalties under rule 46 shall be exacted.

48. If either of the dealer's adversaries make a declaration, the dealer may, after looking at his hand, either claim a new deal or proceed as if no declaration had been made.

49. A declaration once made cannot be altered, provided any action by any other player has been taken consequent thereon.

DOUBLING, RE-DOUBLING, ETC.

50. The effect of doubling and re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

51. After the trump declaration has been made by the dealer or his partner, their adversaries have

a right to double. The eldest hand has the first right. If he does not wish to double, he shall ask his partner, "May I lead?" His partner shall answer, "Yes," or, "I double."

52. If either of their adversaries elect to double, the dealer and his partner have the right to re-double. The player who has declared the trump shall have the first right. He may say, "I re-double" or "Satisfied." Should he say the latter, his partner may re-double.

53. If the dealer or his partner elect to re-double, their adversaries shall have the right to again double. The original doubler has the first right.

54. If the right-hand adversary of the dealer double before his partner has asked "May I lead?" the declarer of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of re-doubling may continue as described in Laws 52, 53, 55.

55. Whenever the value of each trick above six exceeds one hundred points there shall be no further doubling in that hand if any player objects. The first right to continue the re-doubling on behalf of a partnership belongs to that player who has last re-doubled. Should he, however, express himself satisfied, the right to continue the re-doubling passes to his partner. Should any player

re-double out of turn, the adversary who last doubled shall decide whether or not such double shall stand. If it is decided that the re-double shall stand, the process of re-doubling may continue as described in this and foregoing laws (52 and 53). If any double or re-double out of turn be not accepted there shall be no further doubling in that hand. Any consultation between partners as to doubling or re-doubling will entitle the maker of the trump or either adversary, without consultation, to a new deal.

56. If the eldest hand lead before the doubling be completed, his partner may redouble only with the consent of the adversary who last doubled. But such lead shall not affect the right of either adversary to double.

57. When the question "May I lead?" has been answered in the affirmative, or when the player who has the last right to continue the doubling, declares himself satisfied, the play shall begin.

58. If the eldest hand lead without asking permission, his partner may only double if the maker of the trump consent.

59. If the right-hand adversary of the dealer lead out of turn, the maker of the trump may call a suit from the eldest hand, who may only double if the maker of the trump consent. In this case no penalty can be exacted after the dummy hand

or any part of it is on the table, since he (dummy) has accepted the situation.

60. A declaration as to doubling or re-doubling, once made, cannot be altered.

DUMMY

61. As soon as the eldest hand has led, the dealer's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the dealer, unassisted by his partner.

62. Until his hand is exposed on the table, the dealer's partner has all the rights of a player.

63. After exposing his cards the dealer's partner has no part in the game except that he has the right to ask the dealer if he has none of the suit to which he may have renounced; to correct an erroneous score; to correct the claim of either adversary to a penalty to which he is not entitled; to call his partner's attention to the fact that a trick has not been completed. If he should call attention to any other incident of the play in consequence of which any penalty might be exacted, the fact of his so doing precludes the dealer from exacting such penalty.

64. If the dealer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either of the adversaries may, but with-

out consultation, call on the dealer to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; and if he should revoke and the error be not discovered until the trick is turned and quitted, the trick stands good.

66. When the dealer draws a card from his own hand, such card is not considered as played until actually quitted; but should he name or touch a card from the dummy hand, such card is considered as played unless the dealer, in touching the card or cards, says "I arrange" or words to that effect.

CARDS EXPOSED BEFORE PLAY

67. If, after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner^r expose a card from his hand, either adversary may without consulting his partner claim a new deal.

68. If, after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit the right to double or re-double; and in case of a card being so exposed by the leader's partner, the dealer may either call the card, or require the leader not to lead the suit of the exposed card.

CARDS EXPOSED DURING PLAY

69. All cards exposed by the dealer's adversaries are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

1st. Two or more cards played at once.

2d. Any card dropped with its face upward, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

3d. Every card so held by a player that his partner can see any portion of its face.

71. A card dropped on the floor or elsewhere below the table is not an exposed card.

72. If two or more cards be played at once by either of the dealer's adversaries, the dealer shall have the right to call which one he pleases to the current trick, and the other card or cards shall remain face upward on the table and may be demanded at any time.

73. If, without waiting for his partner to play, either of the dealer's adversaries should play on the table the best card or lead one which is a winning card, as against the dealer and dummy, or should continue (without waiting for his partner to play) to lead several such cards, the dealer may demand that the partner of the player in fault, win, if he can, the first, or any other of these tricks; and the other cards thus improperly played are exposed cards.

74. If either or both of the dealer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he cannot be forced to abandon it. If, however, the dealer should say, "I have the rest," or any other words indicating that the remaining tricks are his, he may be requested to place his cards face upward on the table. The adversaries of the dealer are not liable to have any of their cards called should they expose them believing the dealer's claim to be true, should it subsequently prove false. Cards exposed by the dealer are not liable to be called.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 82, 91 and 99) fail to play as directed, or if, when called on to lead one suit, he lead another having in his hand one or more cards of the suit demanded (Law 76) or if called upon to win or lose a trick, he fail to do so when he can (Laws 73, 82 and 100) he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

LEADS OUT OF TURN

76. If either of the dealer's adversaries lead out of turn, the dealer may either call the card erroneously led, or may call a suit when it is next the turn of either adversary to lead.

77. If the dealer lead out of turn, either from his own hand, or from dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any player lead out of turn and the other three follow, the trick is complete and the error cannot be rectified; but if only the second or second and third play to the false lead their cards may be taken back; there is no penalty against any one except the original offender, who, if he be one of the dealer's adversaries, may be penalised as provided in Law 76.

79. In no case can a player be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated at every trick until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR

82. Should the fourth hand (not being dummy or dealer) play before the second has played to the trick, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If any one, not being dummy, omit playing to a former trick and such error be not corrected until he has played to the next, the adversaries

may claim a new deal; should they decide that the deal stands good the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

84. If any one (except dummy) play two cards to the same trick and the mistake be not corrected until the hand is played out, he is answerable for any consequent revokes he may have made. If during the play of the hand, the error be detected, the tricks may be counted face downward, in order to ascertain whether there be among them a card too many; should this be the case, the trick which contains a surplus card may be examined and the card restored to its original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE

85. Should a player (other than dummy) holding one or more cards of the suit led, play a card of a different suit, he revokes. The penalty for a revoke takes precedence of all other counts.

86. Three tricks taken from the revoking player and added to those of the adversaries shall be the penalty for a revoke.

87. The penalty is applicable only to the score of the game in which it occurs.

88. Under no circumstances can the revoking side score game, slam or little slam in that hand. Whatever their previous score may have been, the side revoking cannot attain a higher score towards game than twenty-eight.

89. A revoke is established if the trick in which it occurs be turned and quitted, *i. e.*, the hand removed from the trick after it has been gathered and placed face downward on the table; or if either the revoking player or his partner, whether in his right turn or otherwise, has led or played to the following trick.

90. A player may ask his partner if he has no card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke; and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner has led or played to the following trick.

91. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not exposed cards. If the player in fault be one of the dealer's adversaries, the card played in error is an exposed card and the dealer can call it whenever he pleases; or he may require the offender to

play his highest or lowest card of the suit to the trick in which he has renounced; but this penalty cannot be exacted from the dealer.

92. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed the claim may be urged and proved if possible; but no proof is necessary and the revoke is established if, after it has been claimed, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

93. A revoke must be claimed before the cards have been cut for the following deal.

94. Should the players on both sides subject themselves to the revoke penalty neither can win the game by that hand.

95. The revoke penalty may be claimed for as many revokes as occur during a hand; but in no event can more than thirteen tricks be scored in any one hand. (See Law 7.)

GENERAL RULES

96. There should not be any consultation between partners as to the enforcement of penalties. If they do so consult the penalty is paid.

97. Once a trick is complete, turned and quitted it must not be looked at (except under Law 84) until the end of the hand.

98. Any player during the play of a trick or after the four cards are played, and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

99. If either of the dealer's adversaries, prior to his partner's playing, should call attention to the trick, either by saying it is his, or without being requested so to do, by naming his card or drawing it toward him, the dealer may require that opponent's partner to play his highest or lowest card of the suit led, or to win or lose the trick.

100. Should either of the dealer's adversaries, during the play of a hand, make any unauthorized reference to any incident of the play, or should he call his partner's attention to the fact that he is about to play or lead out of turn, the dealer may call a suit from the adversary whose turn it is next to lead.

101. In all cases where a penalty has been incurred the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded none can be enforced.

102. Where the dealer or his partner has incurred a penalty, one of his adversaries may say, "Partner, will you exact the penalty or shall I?"

but whether this is said or not, if either adversary name the penalty, his decision is final.

NEW CARDS

103. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded two packs must be furnished, and paid for by the player who has demanded them. If they are furnished during a rubber, the adversaries shall have the choice of the new cards. If it is the beginning of a new rubber the dealer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack be cut for a new deal.

104. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS

105. While a bystander, by agreement among the players, may decide any question, yet he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called on by the players to pay the stakes on that rubber.

LEADS OUT OF TURN BY DEALER

In the old Bridge days when the dealer led out of turn he was penalized, and the rule is still in existence which punishes the adversaries when they lead out of turn. At present there is no punishment inflicted upon the dealer if he leads out of turn, and it is now a question much discussed whether an intentional lead out of turn by the dealer is a legitimate play. Almost all old Bridge players will say that such a lead on the part of the dealer is an illegitimate trick. It is a question about which different players very honestly disagree. In some of the clubs it is considered all right for the dealer to lead out of turn, and if the lead is not noticed and an advantage derives therefrom, it becomes a matter upon which dealer and dummy congratulate each other and a source of amusement to the bystanders. So much is this the case that a custom has arisen of giving the adversaries the right to decide whether the wrong lead shall stand. For instance, if it is the turn of the dealer to lead out of his own hand and he leads from dummy, the player at the leader's right customarily asks his partner: "Partner, do you want the lead to come from that hand?" and if the

reply is in the affirmative the dealer is forced to have his lead stand.

The question involved is one which will doubtless be settled by established custom within two or three years. Meanwhile, each club or set of players has somewhat ill-defined rules to govern the situation.

SPADE CONVENTIONS

The tendency among Bridge players at the present time to limit the playing of spades is decidedly marked. It was once the custom at some of the clubs to insist upon the playing out of spades when the score of either side totalled 20, but lately this limit has been raised to 24, and the custom has also arisen of not playing unless the score of the side making spades is at least 24. That is, if A and B are 16 and X and Y are 26, then if A or B makes the trump spades, the hand is not played unless doubled.

In order to suppress a tendency on the part of some players toward undue doubling of spades, a custom has arisen of penalizing the doublers unless they succeed in winning the odd trick. To accomplish this purpose it was suggested that where the spade make was doubled and the side doubling did not win, that thirty in honors should

be added to the score of the opponents. This method of play has been adopted at the Dunwoodie Club and some other clubs.

The drift of Bridge playing sentiment is very strongly against the waste of time which spade doubling involves. A very large portion of spade doubles are unnecessary and some mild form of punishment will undoubtedly come into general use. These customs are not yet crystallized into Bridge laws, but they will undoubtedly take form in the future. (See Rule 3.)

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